# Tales of Phantasia (Import) FAQ/Walkthrough

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Updated to v1.3 on Oct 2, 2010

This is a FAQ/Walkthrough for Tales of Phantasia (PlayStation version). Included are frequently asked questions, basic instructions, a complete game walkthrough, and reference lists of items, skills, and other data.

Although the PlayStation version of Tales of Phantasia was never officially released in English, thanks to a group called Absolute Zero the first fan translation of Phantasia was released on December 24, 2007. This walkthrough will be using the terms used in that translation.

You can download the translation patch and find more information about Tales of Phantasia in general at this site:

http://www.absolutezerotranslations.com

http://www.absolutezerotranslations.com/phantasia/download

This walkthrough attempts to be spoiler free whenever possible. It doesn't describe story events, but certain things that could potentially be spoilers like character descriptions and boss/location/item names are listed. As long as you don't peek ahead you should be fine as far as spoilers go.

This walkthrough also makes use of image and YouTube video links often. In order to access these, just copy and paste the URL into your internet browser. Or if you're using Gamefaqs and have the Gamefox plugin for Firefox, simply click the links like any other URL.

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-Gamefaqs ( http.www.gamefaqs.com )
-SuperCheats ( http.www.supercheats.com )
-Tales Central ( http://www.tales-central.com )
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Since this guide is so large, I highly recommend using the CTRL + F function of your internet browser or word processor. Just press CTRL + F and type in the appropriate word or phrase to search through the guide for. To skip to specific sections of this faq, use CTRL + F and enter the words in brackets to the right of the section name in the Table of Contents.

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October 14th, 2009- First completed version (1.0) submitted.

October 27th, 2009- Version 1.1 submitted. Fixed some mistakes, added some treasures I missed thanks to Metal Gear Raxis, Shotgunnova, 120z, majesticmystic, KillmeJames, and wero L.R.

December 24th, 2009- Version 1.2 submitted. Added in some missing items thanks to Hatori-kun. Happy Holidays!

September 20th, 2010 - Version 1.3 submitted. It's been quite a while! Changed email address and updated some info on the Alvanista crab and button master minigame in the future thanks to lord\_zero82 and Hans. Sorry for the late update, and if anyone else tried to contact me with corrections, please try to resend them at the updated email address.

October 2nd, 2010 - Version 1.3 updated. Added info on the rare Golden Dragon encounter thanks to Ray Kwok.

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Х	Frequently Asked Questions[TOP_FAQS]	X
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- Q: Does this game have a Manual control mode? What about multiplayer?
- A: Yes, this game has a Manual control mode. Just like Tales of Destiny before it, you need to equip the Technical Ring or Combo Command accessories in order to use it. After one of those is equipped, either change your control mode in the Abilities menu or press Select during battle.

You find the first Technical Ring in the Moria Mine, and you can buy the Combo Command much later in the game for the low, low price of 400,000 Gald.

Multiplayer requires a different accessory. Again, like Tales of Destiny, you need a Channeling Ring equipped on a character in the 2-4P slots. Then you just have to set them to Semi-Auto/Manual control and plug in another controller. If you have a PlayStation multitap and four controllers, up to four people can play!

You can always find a new Channeling after every new character joins the party:

- -1 from talking to Ami at the beginning of the game
- -1 in the first dungeon after Mint joins
- -1 from talking to Mirald after Klarth joins
- -1 from talking to Bart after Arche joins
- -1 from talking to Ranzo after Suzu joins
- Q: How can I set Shortcuts for my other party member's skills?

Simply go to the Ability menu during battle, and when you select a character's skill to use, press R2 or L2 instead. Now every time you press R2/L2, that character will use that skill. This is a great way to get the AI to spam certain skills or time the casting of spells better.

- Q: What should I do with all of the stat herbs like Sage, Savory, etc?:
- A: Wait until you can transform them all into Red versions with Rune Bottles, then feed them all to Cless. Cless has the most situations where he has to fight alone, and has to be the party's meat shield for about 60% of the game, so it just makes the most sense to me to give them all to him. Plus the Red Savories will really help him not burn through his TP so fast earlier in the game.
- Q: What's up with that stupid crab in Alvanista? How do I get that treasure?
- A: Unfortunately, there isn't a foolproof strategy for getting the crab to move out of the way. The best you can do is walk a few steps away and talk to it if it moves the wrong way, forcing it to decide on a new direction.

When you first reach Alvanista, the chest contains a Lavendar. Later on, it contains a Star Cloak (though you can still get both). Both of them are items you can get plenty of elsewhere in the game, so unless you're extremely patient or lucky I recommend skipping the chests to save your sanity. [UPDATE: According to various sources, you can get a Sage or

Lavendar in the future instead of a Star Cloak, if you already opened the chest in the past. So it could be that leaving it alone in the past causes it to contain a Star Cloak later.]

- Q: How do I use these items like Pelt, Coral, Cordyceps, etc?
- A: No doubt you've found or received items like these from enemy drops. These are called Valuables and you can't actually use them like other items. Their only purpose is to be sold for extra cash. Different towns will pay different prices for these items, so try to find the place offering the best price in order to make the most out of them. You can make yourself a fortune in the blink of an eye if you know where to sell them!
- Q: How do I fix Chester's Bow? Arsia's Manor isn't in this version!
- A: Since Arsia doesn't exist in the PS1 version, fixing Chester's Bow requires a different (and thankfully, non-missable) sidequest. Simply go to the Elven Village bowyer after Chester rejoins and pay 20,000 Gald to fix Chester's Bow into the Elven Bow. After entering the last dungeon, you can do another sidequest to upgrade the bow even further.

Interestingly, there is a location called "Arsia's Manor" in the debug mode of ToP PS1, so perhaps they planned to put her in at one point but didn't have enough time.

- Q: Help! How do I clear the Cave of Darkness?
- A: To begin with, you need the Green Torch, Blue Candle, and Red Lantern from Graham's Treasure Hunt sidequest and the bottom of the Moria Mine in order to even get through the cave. You also need the Amethyst Pact Ring from the Cave of the Spirits to form a pact with Shadow. You have to use the lamps to open up the different doors depending on what clue the dungeon gives you.

A few floors down you'll find the first puzzle. It requires you to stand on the right tile so your shadow resembles a clock at the 4:48 position, then fire the Sorcerer's Ring:

photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_cod\_ring.png

The last puzzle is the most problematic. Without going into the details of why: step on the northwest and southeast circles, then stand on the circle in the middle of the room for about 30 seconds to open the door.

- Q: How do I get Pluto in this version?
- A: Pluto is on floor 21 of the Moria Mine, where Chameleon would be in the SNES/GBA versions. He requires the Emerald Pact Ring you can find in the Cave of Darkness. Since getting that requires the Red Lantern that's also on Moria floor 21, you essentially have to go all the way down Moria two times in order to get Pluto (to say nothing of actually fighting him). Have fun!
- Q: How do the Sephira/Blue Sephira and Dark/Demon's Seal work?
- A: These accessories can be confusing. They increase your earned Gald and exp by 1.5/2x respectively. However, sometimes it can seem like they don't actually do what they say. For the Sephira and Blue Sephira, you won't get

the bonus unless the character who has it equipped makes the final blow during battle. For the Dark/Demon's Seal, any character can make the final blow, but the 1.5/2x exp increase won't be shown in the results after battle.

- Q: How do elemental resistances work? Do they stack?
- A: ToP PS1 has two different types of elemental resistances available to the party: damage resistance, and chance to nullify. Equipment that resists reduces the damage by a certain percentage, and equipment with a chance to nullify has a certain percent chance to nullify that element. Not all of the these are listed in the game, but you can check the Lists section of the guide [TOPL LIST] for the exact percentages.

These resistances do stack, so you can make certain enemies powerless by equipping enough elemental resist gear to completely nullify their attacks.

- Q: What's the max level in this game? I've gotten past level 100, but it still keeps going...
- A: Ready? The max level isn't 99...it's not 255...it's 999! It takes 99,999,999 experience points to reach the max level, so I don't expect any sane person to actually reach it without cheats any time soon...but if you do, be sure to tell me how you did it!

Basic info on the game like controls, an overview of the menus, battle system, etc. just to get you started. Most of this stuff is explained in the game at one point or another, but if you wanted to get it all at once or in more detail, well, here you are.

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Starting the Game[TOP_STAR]
Controls[TOP_CONT]
Menus[TOPI_MENU]
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When you first start up a game, you'll be prompted to to have the skill names romanized (ex: Majinken), translated (ex: Demonic Blade), or random. This selection will stay until the console is turned off.

At the title screen, you'll have four options: NEW GAME.....: Starts a brand new game from the beginning. Changes made to CUSTOM will be applied to this new game. CONTINUE.....: Continue the game from a previously saved file. CUSTOM.....: Change various settings for the game, also in the in-game menu. Changes made from the title screen will be applied to a NEW GAME. See the Menus section [TOPI MENU] for more info on the Custom menu. SOUND MODE.....: Listen to the game's background music, sound effects, and voice samples: BGM.....: Select a background music from the soundtrack to listen to. More songs are unlocked after clearing the game. Play, Stop, ....: Self-explanatory. Pause, etc: Play type.....: Choose between Normal, Continue, Random, and Program play types. Program basically lets you create a playlist out of the different BGM. "Set all" sets all the BGM available into the playlist, and "Clear all" clears the playlist. Output.....: Change between Stereo and Mono output. BGM volume.....: Adjust the BGM volume. Holding Square allows you to change the volume in increments of 10. Voice volume....: Adjust the voice volume. Holding Square allows you to change the volume in increments of 10. SFX volume.....: Adjust the sound effect volume. Holding Square allows you to change the volume in increments of 10. Pan..... Adjust the stereo balance. Holding Square allows you to change the balance in increments of 10. Voice.....: Select one of the many voice samples from events or in-battle to listen to. Holding Square allows you to select voices in increments of 10. More voices are unlocked after clearing the game. SFX...... Select one of the many sound effects from the game to listen to. Holding Square allows you to select SFX in increments of 10. Song.....: Select one of the non-synthesized songs from the game (such as the opening theme song) to listen to. More songs are unlocked after clearing the game.

x Controls......[TOP\_CONT] x

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L2 BUTTON --> /____/\
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                            _/ /\___\ <-- R1 BUTTON
  L1 BUTTON --> /____/\ \_
                    _ /_\ _\ <-- TRIANGLE BUTTON
          / _| |_
[ANALOG]
                             (X) | <-- X BUTTON
  PAD
              / LEFT ANALOG RIGHT ANALOG\
                 (L3)
                        (R3)
The Square button is up there on the right too of course.
--Town/Dungeon Controls------
D-Pad or Left Analog Stick..... Move around.
Circle..... Talk to, examine, confirm. Hold to push
                       or pull moveable objects around.
or Analog Stick.
Square..... Fire the Sorcerer's Ring when equipped.
L1 + L2 + R1 + R2 + Start + Select...: Return to title screen (soft reset).
--World Map Controls-----
D-Pad or Left Analog Stick..... Move around.
Circle..... Get on Rhea-Birds (when available).
X..... Hold to make boat rides go faster.
Triangle..... Enter menu screen.
Select..... View Skits.
Start...... Toggle mini-map/compass.
L1 and R1..... Rotate map.
L1 + L2 + R1 + R2 + Start + Select...: Return to title screen (soft reset).
--Rhea-Bird Controls------
D-Pad or Left Analog Stick Up/Down...: Adjust Camera.
Circle..... Take off, accelerate.
X....: Land.
Square..... Hold down to have free control of the
                       Rhea-Birds with the D-pad or Analog.
L1 + L2 + R1 + R2 + Start + Select...: Return to title screen (soft reset).
--Menu Controls-----
Direction Pad or Left Analog Stick...: Move cursor.
Circle....: Confirm.
X....: Cancel.
Square..... Toggle item info display, enable/disable
                       the use of allies' Abilities.
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Triangle..... Remove abilities or equipment, discard

items. L1 and R1...... Go down/up a page in the item display; go back/forward ten entries in Monster Encyclopedia. L1 + L2 + R1 + R2 + Start + Select...: Return to title screen (soft reset). --Battle Controls-----The battle controls can be changed to your liking in the Customize menu. This guide will use the default battle controls. See section [TOPI BATT] for more in-depth information on the battle system and controls. D-Pad or Left Analog Stick..... Move, dash, jump, move cursor in menu. Circle..... Attack, confirm in menu. X...... Use special Ability along with D-pad or Analog stick, cancel in menu. Square..... Guard, enable/disable the use of allies' Abilities in menu. Hold while in menu to zoom battle camera in or out along with the D-pad or Analog stick. Triangle..... Enter menu to use items, change Abilities, etc. Start....: Pause. Select...... Change control mode. L1...... Change party formation, move battle camera left while in menu. R1...... Change target, move battle camera right while in menu. L2 and R2..... Shortcut allies' Abilities. L1 + L2 + R1 + R2 + Start + Select...: Return to title screen (soft reset).

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Pressing the Triangle button outside of battle will open up the menu screen, which as you'd imagine, contains a variety of menus. You can make necessary battle preparations such as using items, changing equipment, skills, tactics, and the party formation, and change the customize settings here.

On the right, you'll see graphics of the characters in your party, and basic information like their level, HP, TP, and so on. On the left are the various menus, and below is your total Gald, playtime, and number of encounters. Later on, your max hit combo will be listed as well.

--Abilities-----

Use the Abilities menu to set up your characters' abilities and change their control mode. Select a character to set up, if they're in the first party slot, you can change them between Auto, Semi-Auto, and Manual control by pressing up after selecting them (see [TOPI BATT] for more info on control modes).

Pressing down or Circle will let you set up their abilities. On Semi-Auto and Manual mode, you can set up to four abilities to different direction buttons to

be used with the X button during battle, and use Triangle to remove them. On Auto mode, and for all other characters that aren't in the first slot, you can use the Square button to enable or disable certain skills you don't want them to use.

See [TOPL\_ABIL] for a list of all the Abilities in the game and how to obtain them

--Equipment-----

Click on Equipment to alter your characters' equipment to change their stats and give other bonuses during battle.

Equip.....: Equip your character manually. Can remove equipment with Triangle.

Remove....: Remove equipment, can also use Triangle. Cannot remove weapons from characters other than Cless.

Optimize...: Automatically equip your character. Note that the game chooses the "optimal" equipment purely on the Attack and Defense stats, and not on any other benefits like Accuracy, Luck, elemental attributes, etc. Cless has different options for optimization depending on theweapon with the highest slash stat, thrust stat, or average between the two.

Press Square when the cursor is over a piece of equipment to toggle between its description and other information like its stats and elemental attribute.

--Items-----

Enter the Item menu to use the various items you find throughout the game.

Different items will have different symbols before their names:

Green O...: This item is usable from the item menu, recovery items, herbs, and so on are usually like this.

Red B....: This item is only usable during battle, tools like Flare Bottle or Spectacles are like this.

Green E...: This item is a piece of equipment, and you can "use" it from the item menu to equip it to a character. Accessories equipped in this way will always take the second accessory slot.

Red X....: This item isn't usable from the menu at all; tools like the Pickaxe, valuable items, and items with other purposes are usually like this.

Again, you can press Square when the cursor is over a piece of equipment to toggle between its description and other information like its stats and elemental attribute.

At the top of the screen, you'll see a number of symbols. Press up from the item list and then select one of the symbols to sort the items by newest first, battle items first, by type, name, and so on.

Press up again to reach the Key Items screen. You can view the items important to the story here.

See [TOPL ITEM] for a list of all items in the game and how to obtain them.

--Strategy-----

Select Strategy to set up your characters' AI settings during battle (doesn't apply to the character in the first slot you control, unless they're on Auto). Different characters have different AI settings.

#### For Cless, Chester, and Suzu:

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Don't hold back....: "Forget about TP! Unleash your most powerful abilities!"

Conserve TP..... "Fight using mostly normal attacks. Use abilities if your enemy has a lot of HP."

Hold your position...: "Don't go out of your way to attack. Attack enemies if they come within range."

Don't use TP..... "Don't use any TP. Fight using only normal attacks."

Defend yourself....: "Don't worry about attacking or dealing damage, just defend yourself."

#### For Mint:

Focus on healing....: "Don't worry on support abilities. Focus on keeping everyone healed."

Focus on support....: "Don't hold back or worry about TP. Support the party with everything you've got."

Support as needed...: "Use support magic in moderation. If circumstances call for it, cast away."

Don't use TP..... "Don't use any abilities that consume TP."

Defend yourself....: "Don't worry about attacking or dealing damage, just defend yourself."

## For Klarth and Arche:

Don't hold back....: "Use your most powerful magic. Now isn't the time to hold back!

Conserve TP.....: "Use spells, but be mindful of TP consumption based on the situation."

Target nearby enemies: "Target the nearest enemies with spells."

Don't use TP..... "Don't use any abilities that consume TP."

Defend yourself....: "Don't worry about attacking or dealing damage, just defend yourself." --Formation------Adjust the party's formation during battle. Press Circle to select a character and move them to the left or right, then Circle again to replace them. Then you can either press Circle to confirm the change, or press up and hit "Undo" to cancel the change. Near Undo is "Replace", where you can change the lineup of the in-battle party once you have more than four characters. You can also use Replace by pressing down on the Formation screen instead. --Title-----Change your characters' titles that they can obtain throughout the story and by other means. Titles only show up on the Title or Status screens, and are purely cosmetic; they don't give any actual gameplay benefits. See [TOPL TITL] for a list of all the Titles in the game and how to obtain them. --Cooking------Select a character to cook a number of recipes you can obtain throughout the game. Recipes use up food items to restore HP, TP, and status ailments. See [TOPL COOK] for more info on Cooking and a list of all recipes and how to obtain them. --Status------Click on Status to view a character's stats. Name.....: The character's name. You can rename them by pressing Circle. Title..... The character's title. Level.....: The character's current level. As characters gain EXP, they level up and gain stat bonuses and increases to HP and TP. HP..... The character's HP (Hit Points). Lists the character's current HP out of maximum HP. TP...... The character's TP (Technical Points). Lists the character's current TP out maximum TP. EXP.....: The character's total EXP (Experience Points). Next level...: The amount of EXP the character needs to reach the next level. Strength....: The character's Strength. The character's base Attack without any equipment bonuses.

Stamina.....: The character's Stamina. The character's base Defense without

any equipment bonuses. Agility.....: The character's Agility. The character's base Accuracy (minus 100) and Evasion (minus 30) without any equipment bonuses. Luck.....: The character's Luck. Affects various things in battle such as the occurence of critical hits and the chance of enemies dropping items. Also seems to affect the success of blocking [Still need confirmation]. Changes each time you rest or stay at an inn. Attack.....: The character's Attack. The character's Strength stat combined with all equipment bonuses. Affects how much damage physical attacks deal. Cless has two different Attack stats, Slash (affects slashing attacks) and Thrust (affects thrusting attacks). You can tell what type of attack Cless is using from the sound effect it makes. Defense.....: The character's Defense. The character's Stamina stat combined with any equipment bonuses. Reduces the amount of damage from physical attacks. Accuracy....: The character's Accuracy. The character's Agility stat plus 100 and any equipment bonuses. Affects how often you hit the enemy without them blocking. [Still need confirmation]. Evasion.....: The character's Evasion. The character's Agility stat plus 30 and any equipment bonuses. Affects how often you successfully block the enemy's attacks. [Still need confirmation]. Weapon, ....: Lists the character's currently equipped equipment. Armor, etc --Customize-----Change a number of gameplay and other options for your convenience with the Customize menu (also the same as the Custom menu on the title screen). Message Speed.....: Change how fast text is displayed in the game, 1 being fastest and 5 being slowest. Window Color..... Adjust the red/green/blue color for main windows, enemy windows, and explanation windows in the game. Holding square will let you adjust the color in increments of 10. Controller Vibration...: Turn the controller vibration function on or off. Sound Settings.....: Change the sound between Mono or Stereo output. Volume Settings...... Adjust the BGM, SFX, and voice volume. Holding square will let you adjust the volume in increments of 10. Event Voices..... Turn voices in events on or off. Battle Voices..... Turn voices in battle on or off.

Party Display.....: Select between character sprite, face portrait, or (if

a certain item is obtained) super deformed face portraits for the party graphics in the menu screen.

3D Field Display.....: Choose to Hide Characters or Hide Background on the world map. A vague setting, basically, changes the objects on the world map so that they are either solid or transparent if they are in front of your character (this can be seen if you walk behind a mountain for example).

Battle Rank.....: Select a difficuly level for battles. Normal and Hard are available by default, and after saving a clear game data, Mania mode will be unlocked for all files on the same memory card. Hard mode multiplies enemies' HP by 2 and TP/Accuracy/Attack by 25%, and Mania mode multiplies HP by 3 and TP/Accuracy/Attack by 50% (both rounded down). In addition, TP no longer recovers after battle in Mania mode.

Battle Controls.....: Adjust the controls during battle to your liking.

View Battlefield.....: Enable or disable the brief view of the party and enemies before battles begin.

Display Target.....: Enable or disable the brief pause and adjusting of the camera when changing targets during battle.

Combo Counter.....: Available after a certain item is obtained; enable or disable the combo hit counter during battle. Note that turning it off will get rid of any extra exp reward from combo hits after battle.

--Save-----

Save of course, allows you to save your progress. You can save anywhere on the world map, and on save points in dungeons. Just select a memory card, and then one of up to 15 files to save on.

Like most classic RPGs, exploration is a large part of gameplay in Tales of Phantasia. Exploration in Tales of Phantasia is separated into two main areas: the 3D world map and 2D towns and dungeons.

--World Map-----

The centerpoint of the game's exploration, the world map. ToP's world map is in 3D, with your character's 2D sprite at the center. The D-Pad moves your character, and you can hold L1 or R1 to rotate the camera. In the upper left corner of the screen is a compass to help you get your bearings, and on the lower-right is a mini-map to help with navigation. You can toggle these on or off with the Start button.

Pressing Select on the world map lets you activate Skits. Skits are chats between the characters accompanied by different face portraits. Most skits are conversations about current events to help you figure out where to go next, but some are just there for laughs or to help develop the characters more. You can press Start during a skit to skip it if you've already seen it before.

Far into the game, you gain the Rhea-Birds which help you fly across the world map. You can activate them by pressing Circle. Using Circle again lets you accelerate, and X lets you land. Pressing up or down lets you adjust the camera, left or right let you change your position. Finally holding Square lets you freely move the Rhea-Birds with the D-Pad/Analog stick.

--Towns-----

Towns and other non-hostile areas are one of the two types of 2D areas you can enter from the world map. Again, like your standard RPG, there are inns, shops, and plenty of NPCs you can interact with.

NPCs

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NPCs, or non-player characters, townspeople and other individuals you can talk to in towns. Make a habit of talking to everyone you see in order to get hidden skills, backstory, or various tips/hints.

Inns

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You can rest at inns for a small fee in order to completely restore the party's HP, TP, and status ailments.

Shops

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Hit up the shops to stock up on supplies and outfit your characters with the latest gear. Shops have four options: Buy, Sell, Equip, and Leave.

When buying or selling, use up or down to select an item, and left or right to adjust the quantity. You can use Square to toggle between descriptions and stats. Use Circle to confirm the purchase or X to cancel. Equip lets you set up your equipment just like in the main menu, and Leave or the X button exits the shop.

The green number to the right of the price/quantity of the item is how many of that item you have in your inventory. Also on the right of your screen are the graphics of your characters. When buying equipment, different icons may appear over these graphics. An up arrow indicates that equipment has higher attack or defense than the one they currently have equipped. A down arrow indicates it has lower attack/defense. A sideways arrow with an E indicates they already have that piece equipped. Finally faded character graphics indicate that character can't equip that piece of equipment.

--Dungeons-----

Dungeons are the second type of 2D area in ToP. Like on the world map, you'll encounter enemies through random encounters in dungeons, so make sure you're prepared before venturing in.

Dungeons are filled with items and puzzles which may need to be found or solved in order to progress. Make sure to look around for treasure chests, as well as switches or objects you can move around in order to proceed.

Save points are scattered around dungeons, usually at the beginning, middle, or end. If you see one, be sure to save since there's a good chance a boss battle may be nearby.

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x Battle[TOPI_BATT]	Х
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Battles in Tales of Phantasia are started in a classic RPG manner: walking around on the world map or in a dungeon, you enter battle through random encounters. However, once battle has actually started, it's quite different from the traditional turn-based affair.

Tales of Phantasia uses a real-time battle system called the "Linear Motion Battle System" (or LMBS for short). Your characters and the enemies are lined up on a 2D plane, and battles take place like a simpler version of a 2D fighting game. You can use normal attacks and link them to your special Abilities, use items, and cast spells in real time.

# Layout of the Battle Screen

When battle has begun, your characters will normally start on the left side of the field, with the enemies on the right. If the party is ambushed, the reverse will be true, with the party on the right and the enemies on the left. If caught in a pincer attack, the party will start in the middle, with enemies on both sides.

Below the character/enemy graphics are two windows, one on the left displaying your characters' HP and TP, and one on the right showing the names of the enemies and how many there are. Pressing R1 will change your current target (which determines who you'll automatically attack in Semi-Auto mode and what enemy you'll target when playing a magic user). Pressing L1 will make the party hold their position (indicated by "Stay" on the lower left window), while pressing it again will reverse the party formation.

### Rules

If all enemies are defeated by having their HP reduced to 0, the battle will be won, and the party will be rewarded with experience points, Gald (money), and any items dropped by the enemies. The party will also recover some TP (about 5%) after battle as well. However, if all characters' HP reach 0, or everyone becomes paralyzed and/or petrified, it's game over, and you'll have to restart from your last save. If a Life Bottle was used to try and resurrect a character before everyone reaches 0 HP, the game will still let the item resolve before counting you out though.

#### Escaping Battle

You can also escape battle if you are in a tight situation. Walking against one

side of the screen will make an escape gauge appear; continue walking to gradually fill up the gauge. If it fills up fully, you'll successfully retreat from battle. The speed at which the gauge fills seems to depend on how many enemies are on the screen, so generally it's a bad idea to try and run away when you're outnumbered Enemies can also hit you out of escaping, so it's not a good idea to run if you're cornered either. Boss battles and other types of forced encounters are of course unescapable. You can decrease the time needed to escape with the Magic Mist or White Mist accessories.

--Attacking, Guarding, and Special Abilities-----

Of course, to actually win battles you'll need to attack enemies in order to defeat them.

Normal Attacks

Pressing Circle lets your character use a normal attack. These are weak attacks you can use to link into your stronger special Abilities. Melee characters have multiple normal attacks they can link together, using Circle and the D-Pad to use different attacks, while support characters just have one simple attack for interrupting enemies.

Special Abilities

Pressing X lets you use your Abilities. These are stronger special attacks or spells that cost TP; you can set up to four of them to be used with X and the D-Pad. Melee characters can link Abilities from their normal attacks, and depending on what kind of Abilities are used, you could even link multiple Abilities together for longer combos.

Spellcasting characters can cast spells with different effects, needing to stand uninterrupted for a few seconds in order to cast the spell. How powerful the spell is determines how long the spell takes before it can be cast, and most spells stop time once they're cast in order to play out a fancy animation. You can also hold down the Ability button to delay the casting of a spell if you're playing a magic user. You'll see the word "READY" over their TP when it's done, then just let go of the button in order to cast it whenever you want.

The Attack Stat and Critical Hits

Normal attacks and physical abilities deal damage based on the Attack stat. For Cless's attacks, they're broken down into two separate attack stats: Slash and Thrust. You can tell if an attack is a slashing or thrusting attack by the sound effect and color graphic it makes. Physical attacks can also deal critical hits; which deal more damage and push/launch/knock down the enemy further away. You can tell when you get a critical hit by the louder sound effect and orange graphic upon attacking.

Guarding

Of course, defending yourself is important too. Holding Square lets you guard to take reduced damage and prevent staggering from enemy attacks. If you see an incoming enemy attack, or are expecting a counterattack, be sure to guard. Don't rely on it too often though, as enemies can break through your guard if

you use it all the time. All spells and some enemies' special attacks can't be guarded against, as well. If you're playing a magic user, you can use guarding to cancel the casting of a spell.

--Control Modes-----

Pressing Select lets you change your control mode. What control mode you use is very important and can change the entire way you play the game. At first you'll only start out with Semi-Auto for player control, but later on Manual mode becomes available.

Auto

The first control mode is Auto, or Automatic. Like it suggests, a character controlled this way will be controlled automatically by the computer, depending on what strategy they have set and what abilities they have enabled. You can command the character to use specific skills with the Ability menu. All non-player characters are under Auto control by default, though you could put the 1st slot character under Auto control too if you ever wanted.

Semi-Auto

Next is Semi-Auto, or Semi-Automatic. This is the default control mode for the character in the first slot. In Semi-Auto, the character will automatically dash up to the enemy to perform an attack or ability, before running back to their original position. This can get very annoying sometimes, but thankfully you can hold forward on the D-Pad in order to prevent your character from running back. However, the running back can be useful for dodging enemy attacks, so don't completely disregard it. While Semi-Auto can be convenient, it is also very limiting, only allowing you to dash or jump if you are attacking a far away or flying enemy.

Manual

Finally, the last control scheme is Manual mode. Manual mode gives you complete control of your character. You dash when you want, jump when you want, and can attack and use abilities when you want, right where you stand. Unfortunately, Manual control isn't available by default. You need a certain accessory equipped before you can use it, which is only available somewhat far into the game, so you'll have to make do with Semi-Auto until then. Though it takes a bit more effort to use than Semi-Auto in regards to positioning your character, the freedom Manual mode provides makes the game much easier once you master it. I highly recommend using it right when it becomes available.

--The Battle Menu-----

Pressing Triangle will open up the battle menu. After pressing it you can hold down Square and up or down to zoom the battlefield in or out. You can also hold L1 or R1 to scroll the battlefield left or right to get a better view. The battle menu has four options: Ability, Strategy, Formation, and Item.

Ability and Shortcuts

Ability lets you set up your Abilities like in the normal Ability menu. However, in battle, there are a few more things you can do. You can command your Auto-controlled party members to use their skills using the Ability menu. Just select a character, an ability, and then a target to use it on, and the character will try to use that ability as soon as they are able. You can also set up to two skills to "Shortcut" buttons. Select a character as normal, but when selecting an ability, use L2 or R2 instead. Then select a target for that character to use the skill on. Every time you press L2/R2, the assigned character will automatically use that skill. For melee characters, holding down the button will make them constantly use that skill until you let go. For spellcasters, holding down the button can delay the casting of the spell (you'll see the word "READY" over their TP) until you let it go.

Strategy

Strategy lets you adjust your characters' AI settings just like outside of battle.

Formation

Formation lets you alter the battle formation, though you can't switch party members like outside of battle. The formation you assign basically makes your other characters move with the character you control during battle. If one character was set far to the left of the character you control, they'll try to maintain that relative position throughout the entire battle. If they're close to you, they'll try to stay nearby throughout the entire battle.

Knowing how the battle formation works will give you greater control over your party members and a bigger advantage in battle. For example, you could use it to get the party to one side of the screen during an pincer attack, or reverse the formation if you get ambushed.

Pressing L1 during battle can make characters hold their position if you don't want them to move around, and pressing it again can quickly reverse the formation so you don't have to go through the menu.

Items

Finally, Items lets you use items like you'd expect. Pick an item then select a character to use the item, then a target if necessary. Characters that are in the middle of using a skill or spell won't use the item until they're done, and you can't command that character to use another item until they've already started to use the previous item you told them to. But that said, you can have the entire party use items at once if you wanted, there is no real "wait time" inbetween individual item uses.

--Spells and Elements-----

As mentioned before, normal attacks and physical abilities use the Attack stat for damage. Spells however, work a bit differently. Each spell deals a set range of damage, which varies somewhat, but doesn't really increase no matter how much you level up. The damage can be increased or decreased depending on what kind of elemental defense the enemy has, and what elemental attribute the spell is. Spells in ToP are divided into 8 elements: Non-Elemental, Earth, Wind, Fire, Water, Thunder, Light, and Darkness.

## Elemental Defense

Enemies have varying elemental defenses against the elements, which you can view in the in-game Monster Enyclopedia. There are four types of elemental defense in ToP:

Weak.....: The enemy is weak against the element, and will recieve increased damage.

Strong....: The enemy is strong against the element, and will recieve decreased damage.

Nullify....: The enemy has a chance to nullify the element, taking no damage.

Absorb....: The enemy takes no damage from the element, and recovers some HP from it instead.

In addition, enemies have varying elemental defense depending on what color the word is in the Monster Encyclopedia. The closer it is to a blue, the less severe it is, while the closer it is to a white, the more severe it is.

Party members are neutral to all elements by default, but with certain pieces of equipment, you can make them strong against, give them a chance to nullify, or absorb certain elements.

### Elemental Attack

Spells aren't the only attacks with elemental properties, certain monsters have attributes added to their attacks as well. By using the right equipment, you can greatly decrease the damage from certain monsters.

Many weapons and Abilities have an elemental properties as well. Be careful using elemental weapons against enemies that nullify, or absorb that element. In the case that a weapon and special Ability have different elements, the Ability will take priority. So if you run into an enemy that's strong against your weapon, you can still damage them by using different elemental skills.

Finally, it's worth noting that there is also a hidden "Physical" element that isn't shown in-game. All physical attacks are classified as this. This is the reason why certain enemies (usually ghosts, golems, or major bosses) can nullify your physical attacks even when you don't have an elemental weapon equipped.

--Status Effects-----

Like most RPGs, Tales of Phantasia has a number of standard status effects you need to watch out for. Enemies can inflict status ailments on the party with their attacks, and the party can inflict a couple of statuses with Mint's spells. Most ailments have the appropriate "Check" accessory which prevents your characters from suffering them while equipped, and you can use the Liqueur Bottle item to prevent all status effects for a short time during battle.

Poison

-----

Signified by green bubbles, Poison gradually drains your HP, inside or outside of battle. During battle, your character will lose 3% of their max HP every few seconds, and outside of battle, lose 1% of their max HP every few steps. Poison is non-fatal outside of battle, but can be deadly if not treated during battle. Can be treated by Panacea Bottle and Mint's Antidote and Recover spells.

Paralysis

Signified by two lightning bolts, Paralysis prevents your characters from moving, though holding left or right will allow you to try escaping battle while paralyzed. If all party members become paralyzed, game over. Can be treated with Panacea Bottle, Basilisk's Scale, or Mint's Recover spell.

Stone

Like Paralysis, Stone petrifies your character and prevents them from moving. Again, you can hold left or right to try escaping battle while petrified. If all party members become paralyzed, game over. Can be treated with Panacea Bottle or Mint's Recover spell.

Silence

Silence prevents your character from using their Abilities in battle. Needless to say, this is bad news, especially for spellcasters. Silence is available to the party via Mint's Silence spell. Can be treated with Mint's Dispel spell.

Sleep

Signified by three Zs, Sleep prevents your character from doing anything at all. Even escaping is impossible while asleep. Thankfully, Sleep goes away after a short time and can be prevented by simply guarding.

Stun

Signified by birds flying above your character's head, Stun leaves your character unconscious for a short time. Critical hits, attacks that break your guard, and attacks that launch you into the air or knock you away seem to have a high chance of causing Stun. Goes away after a short time, and can be shortened with a Stun Charm accessory. Also known as "dizzy" or "peeped".

Incapacitated

When a character's HP reaches 0, they become incapacitated and unable to fight. If all party members' HP reach 0, game over. If your character becomes incapacitated, don't panic, you can still move around your character's spirit to move the party or try to escape. Can be treated with Life Bottle, Basilisk Scale, or Mint's Raise Dead spell.

Time Stop

A unique and powerful status ailment, time freezes for a few seconds and the party or enemies are unable to do anything at all. This is good news for the inflicting side, since they can get in some free hits without penalty. Can be inflicted on the enemy with the Hourglass and Chronoglass items, and Mint's Time Stop spell. A few late game enemies can cast Time Stop as well.

x Characters.....[TOPI\_CHAR] x

--Cless Alvein-----

Age....: 17
Height...: 170 cm
Weight...: 59 kg

Voice Actor..... Takeshi Kusao

Weapon of choice...: Swords, Rapiers, Axes, Spears, Halberds

Level.....: 1 -Long Sword

HP...... 144 -Leather Armor HP: 84.6 TP..... 10 TP: 8

Strength...: 10 Strength: 1.3 Stamina...: 2 Stamina: 0.7 Agility...: 16 Agility: 1.0

The main character, a young man from Totis Village who studies the Alvein Style of Swordsmanship under his father. Cless is generally nice and easy-going, but can get extremely angry when the ones he cares about are in danger. Cless can be a bit clueless sometimes though, especially when it comes to things like relationships.

In battle Cless can use no less than five different types of weapons: Swords (usually balanced), Rapiers (high thrusting power), Axes (high slash power), Spear (long range, high thrust), and Halberds (long range, balanced).

Cless is the standard swordsman-type character: best in the front lines, keeping enemies away from your support characters. With high HP, attack, defense, and a multitude of Abilities to combo enemies, Cless is a party mainstay.

Controls

For all of Cless's attacks, you can simply press the button once to just do a single attack. Repeating certain attacks this way is good for stunlocking certain enemies.

(Semi Auto)

(Close range) Circle, Circle.....: Downward slash followed by a thrust (Close range) Up + Circle, Circle....: Upward slash followed by a downward slash (Close range) Down + Circle, Circle...: Thrust followed by an upward slash (Long range) Circle..... Running jump with a slash (Long range) Down + Circle..... Running jump with a downward thrust (Long range) Up + Circle..... Running jump with an upward slash (Manual) Double Tap Left or Right..... Dash Up, Up-Left, Up-Right..... Jump Circle, Circle...... Downward slash followed by a thrust slash Down + Circle, Circle..... Thrust followed by an upward slash (In the air) Circle..... Jumping downward slash (In the air) Down + Circle...... Jumping downward thrust (During dash) Up + Circle..... Jumping upward slash --Chester Barklight-----Age..... 17 Height..... 175 cm Weight..... 62 kg Voice Actor....: Kentarou Itou Weapon of choice...: Bows Initial Stats Initial Equipment Average Stat Gain On Level Up \_\_\_\_\_ \_\_\_\_\_\_ Level..... 1 -Short Selfbow HP..... 137 -Leather Armor HP: 79

HP...... 137 -Leather Armor HP: 79
TP..... 12 TP: 7

Strength...: 9 Strength: 1.3 Stamina...: 3 Stamina: 0.7 Agility...: 17 Agility: 1.0

Cless's best friend, Chester is an orphan who lives with his little sister Ami. Chester practices archery and goes hunting with Cless often to sharpen his skills. Although Chester is a diligent worker, he can be rather hot-blooded and quick to anger at times.

In battle Chester uses his bow and archery skills to deal death from a distance.

Chester gains all of his Abilities from leveling. Chester is an excellent support character, with a variety of elemental skills that are great at interruption and damage from afar. Some of his skills are quite spammable, making him an excellent party member to use later on.

Controls

```
(Semi-Auto)
(Close range) Down + Circle..... Shove
(Close/Long range) Circle..... Forward arrow
(Close/Long range) Up + Circle.....: Upward arrow
(Long range) Down + Circle...... Running jump, then downward kick
(Manual)
Double Tap Left or Right..... Dash
Up, Up-Left, Up-Right..... Jump
Circle....: Forward Arrow
Up + Circle..... Upward Arrow
(In air) Circle..... Jumping kick
--Mint Adnade-----
Age..... 18
Height..... 162 cm
Weight..... 42 kg
Voice Actor..... Junko Iwao
Weapon of choice...: Staves
Initial Stats
              Initial Equipment Average Stat Gain On Level Up
_____
               -----
                                -----
              -Rod
Level..... 3
HP..... 192 -Cloak
                                HP: 70.0
TP..... 35
                                TP: 10
Strength...: 9
                                Strength: 0.9
Stamina...: 3
                                Stamina: 0.5
Agility....: 11
                                Agility: 0.8
A young woman Cless meets early on in the game, Mint is a user of the
mysterious art of Methodism. Mint is unfailingly well-mannered and polite to
everyone she meets.
In battle Mint uses staves and rods as her weapon. These have very low attack
power, so they're only good for interrupting the enemy.
Mint's Methodism supports the party with recovery and buff spells, and
enfeebles the enemies with debuffs or status effects. Being the healer, Mint is
an invaluable party member throughout the entire game.
Controls
For Mint's support spells, press R1 while casting to target a character.
(Semi-Auto)
(Close range) Circle..... Normal attack
(Close range) Up + Circle..... Anti-air attack
```

(Long range) Up + Circle..... Running anti-air attack

(Long range) Circle..... Running normal attack (Manual) Double Tap Left or Right..... Dash Circle..... Normal attack Up + Circle..... Anti-air attack --Klarth F. Lester-----Age..... 29 Height..... 176 cm Weight..... 62 km Voice Actor.... Kazuhiko Inoue Weapon of choice....: Books Initial Stats Initial Equipment Average Stat Gain On Level Up \_\_\_\_\_ \_\_\_\_\_\_ Level..... 9 -Necronomicon HP..... 545 -Cloak HP: 75.5 TP..... 89 TP: 9 Strength...: 19 Strength: 1 Stamina...: 8 Stamina: 0.6 Agility...: 16 Agility: 0.9 Klarth is a scholar of magic who lives in Euclid with his assistant, Mirald. While searching for a way for humans to use magic, Klarth rediscovered the lost art of Summoning, and offers to help the party if they help him look for Summon Spirits. Klarth is the most experienced of the group and is often the one in charge of negotiation. In battle Klarth uses books imbued with magical power; characterized by high accuracy and various elemental properties. They have higher attack power than the other mages' weapons, so Klarth can be a good backup meat shield if Cless is busy with other enemies. Klarth can call forth various Summon Spirits to deal elemental damage and interrupt enemies. In order to summon them, Klarth will need to form pacts with them throughout the story or in optional sidequests. Klarth starts out quite powerful early on, but later in the game his Summons start to get outclassed by the other characters' Abilities. Controls -----(Semi-Auto) (Close range) Circle..... Normal attack (Long range) Up + Circle..... Anti-air attack (Manual)

Double Tap Left or Right..... Dash

Circle..... Normal attack
Up + Circle..... Anti-air attack

--Arche Klaine-----

Initial Stats Initial Equipment Average Stat Gain On Level Up

Level....: 12 -Broom

 HP.......
 660
 -Cloak
 HP: 71.1

 TP.....
 133
 TP: 9.0

 Strength...
 20
 -Blue Ribbon
 Strength: 1.0

Stamina...: 10 Stamina: 0.6
Agility...: 20 Agility: 0.9

A young Half-Elf witch who lives with her father in the Lone Valley. While cheerful, Arche is very informal with everyone she meets and can seem a bit childish at times.

In battle, Arche flies on and attacks with her broom. This allows her to avoid many ground-based attacks. She's also the only character who can dash and attack freely in Semi-Auto mode. Her normal attack is very spammable and good for interruption.

Arche can use the power of Sorcery to deal elemental damage and interrupt enemies. Arche starts with only a few spells upon joining, and has to learn more from spellbooks you can get from the story or find throughout the world. Arche's spells stay pretty powerful throughout the entire game, and although the physical attackers might outclass her later on, she's still great at interrupting and stunlocking enemies.

Controls

(Semi-Auto and Manual)

Double Tap Left or Right..... Dash

Hold Up or Down..... Adjust altitude

Circle..... Normal attack

--Suzu Fujibayashi-----

Voice Actor..... Taeko Kawata

Weapon of choice....: Ninto (Ninja Swords)

Initial Stats	Initial Equipment	Average Stat Gain On Level Up			
Level: 31 HP: 1699 TP: 221 Strength: 42 Stamina: 21 Agility: 39	-Ninto Botan -Kisaragi	HP: 77.0 TP: 7.0 Strength: 1.0 Stamina: 0.6 Agility: 1.1			
Suzu is a young ninja girl from the Ninja Village that the party runs into late in the game. Her upbringing as a ninja has made her incredibly formal, almost to the point of coldness. Although she was a NPC in the original Tales of Phantasia, Suzu is fully playable in the PS1 version if certain steps are taken.					
Suzu uses ninja sw elemental attribut		acterized by short range and a variety of			
Suzu starts out with a few ninja Abilities upon joining, and has to learn the rest from scrolls you can find or buy from wandering ninja around the world. Although Suzu isn't very impressive when she first joins, once she gets better equipment and skills she's quite a force to be reckoned with.					
Controls Like Cless, you ca	in just press the att	ack button once to use a single attack.			
(Semi-Auto)	J. 2000 F. 2000 2000				
(Close range) Up + (Long range) Circl (Long range) Up +	e x3	<ul><li>: Anti-air normal combo</li><li>: Running normal combo</li><li>: Running anti-air combo</li></ul>			
(Manual)					
=	Rightght				
Up + Circle, Circl Down + Circle Down + Circle, Up	or Forward	<ul><li>: Normal combo</li><li>: Anti-air normal combo</li><li>: Throw kunai straight</li><li>: Throw kunai diagonally</li><li>: Anti-air single attack</li></ul>			
x x Walkthrough: Par x	t 1	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx			

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Totis Village and the Forest of the Spirits			
<pre>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx</pre>			
Treasure			
Apple Gummi x4, Mascot, Channeling, 10 Gald, Apple, Spectacles, Kind Brother Title (Chester), Life Bottle, Knight's Sabre			
Enemies			
(Euclid area World Map): #003 Owl, #131 Bugbear, #220 Giant Bee			
(Forest of the Spirits): #003 Owl, #131 Bugbear, #175 Boar, #176 Boar Child, #220 Giant Bee			
Shops			
Weapon Shop < <teaser>&gt;</teaser>			
Long Sword140 Rapier180 Short Selfbow50 Long Selfbow200			
<pre>Item Shop &lt;<ghauri>&gt;</ghauri></pre>			
Apple Gummi       60       Spectacles       10       Chicken       40         Beef       64       Pork       56       Bread       20         Rice       32       Dried Seaweed       16			
[MISSABLE ALERT!]			
(Before fighting the boss in the forest): !Kind Brother Title (Chester)!, !Mascot!			
***************************************			
Select New Game and you can rename Cless. After all of the opening events and dialogue, Maria will give you two < <apple gummis="">&gt;. Chester will join you and you can rename him.</apple>			
Go inside the Alvein Residence and the nearby swordsmen will teach you about attacking, guarding, and battle formations. If you go upstairs, you can rest in Cless's bed to restore your HP and TP whenever you wish.			
[MISSABLE ALERT!]			
If you visit Chester's house, you can talk to Ami and recieve the < <mascot>&gt; key item.</mascot>			

You'll also recieve a <<Channeling>> accessory. The Channelling lets another player control a character in the 2-4P slots with it equipped. If you have three Channelings and a PlayStation multitap, up to four people can play. Just make sure you set the character the other player wants to control to Semi-Auto mode in the Abilities menu first.

Speak with the swordsman in the weapon shop twice to learn about Abilities. Speak with the innkeeper in the inn and move the statue for her to gain <<10 Gald>>.

Enter the item shop and speak with the shopkeeper to get an <<Apple>>. Go into the stable and get the <<Apple Gummi>> from the pouch, then open up the chest directly below it for a <<Spectacles>>.

--A word on Spectacles-----

Spectacles are an item you can use in battle to reveal information on the enemy. Later in the game you'll get an item called the Monster Encyclopedia that keeps track of all the enemies you encounter, so if you're a completionist you'll want to use the Spectacles on every new monster you encounter. You can buy more Spectacles for next to nothing at the item shop, and many enemies drop them frequently. Many enemies in the game aren't available after a certain point in the story, so you'll definitely want to use Spectacles whenever you can if you care about filling in the encyclopedia.

--[MISSABLE ALERT!]--------

If you go back to Ami in Chester's House and give her the Apple from the shopkeeper, Chester will get the <<Kind Brother>> title. You can now go back to the item shop to buy items if you want.

Try to leave the village and Master Tristan will speak with you. Once you leave the village you'll learn about skits.

--Preparation, getting used to the battle system-----

You may want to spend some time fighting battles on the world map to get acquainted with the battle system and gain some EXP. Observe the various enemies and experiment with different attacks with Cless. For the flying enemies like the bees and owls, you can run and attack them from long range, then run back to avoid attacks if there are other enemies near by. If they're alone, you can hold forward to prevent running back, and combo them with close range normal attacks. If Chester attacks one of the enemies, take the opportunity to move in and attack while they're interuppted. If an enemy blocks an attack, make sure to guard to reduce damage from an oncoming counter attack. Similarly, if you see an enemy attack, try to guard it, then counter attack them.

Try and fight battles until Cless and Chester learn their first Abilities, Demonic Blade and Crimson Lotus, which are helpful for the first boss of the game. If you get enough money, you might want to buy the Rapier or Long Selfbow from the weapons shop too. You may not need to bother on Normal mode, but on higher difficulties any extra preparation helps. Remember, if your characters get weak you can always use Cless's bed to rest at this point in the game.

\_\_\_\_\_\_

When you're ready enter the Forest of the Spirits just south of Totis.

Right inside, Cless and Chester will spot a boar, which runs off below. Go right to find a chest with an <<Apple Gummi>>. Then go up for a chest with a <<Li>fe Bottle>>. Go back down to continue chasing the boar. At the end of the path you can go up to another screen and see a giant tree. After an event you'll finally catch the boar and you'll end up in a miniboss battle.

--#175 Boar-----

HP: 175 TP: 0 EXP: 45 Gald: 80 Attack: 35 Defense: 9 Agility: 40

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Pork

--#176 Boar Child-----

HP: 40 TP: 0 EXP: 5 Gald: 8

Attack: 15 Defense: 8 Agility: 50

Elemental Defense: Fire (Very Weak)

Dropped Items: Pork, Pelt

\_\_\_\_\_\_

Recommended levels: 1-3

This first boss is pretty easy unless you're playing on a higher difficulty. You'll be fighting a big Boar and three boar children behind it. The children will run off after awhile, leaving just the Boar to deal with, though if you feel particularly cruel you could try to kill them first for some extra loot. Right at the start of the battle, the mama Boar will charge at you, so be sure to block it. Afterwards, target one of the boar children and attack them to run behind the big Boar, then leave them alone and retarget the big Boar again. This way you can sandwich the boar with Cless and Chester by attacking it from both sides. With constant attacks from both sides, the Boar shouldn't be able to move and will go down swiftly.

After the battle you'll hear an alarm which is your cue to head back to Totis Village. Go back and after a scene you'll be in control of Cless alone.

Go to the second floor of Cless's house and you can pick up the <<Knight's Sabre>>, a nice weapon for this point of the game. It has nice stats and is fire elemental, which many of the nearby monsters are weak to.

Head north to Euclid in order to continue the story. Along the way you'll have to go through the Mountain Pass.

$ \verb x Mountain Pass[TOPW_MPS]  x \\$					
x ************************************					
***************************************					
Treasure					
Life Bottle, Orange Gummi					
Enemies					
#003 Owl, #006 Anaconda, #131 Bugbear					
Shops					
Peddler					
Apple Gummi60 Orange Gummi200 Panacea Bottle350					
$\times \times $					
As soon as you enter there'll be a small dialogue where you'll learn how to push and pull objects around. There's a peddler here that sells items, although you probably can't afford much at the moment. If you just want to go on with the story, go left, although if you want the treasures here, pull the statue out of the way and follow the winding road up north to the top of the mountain. Either way you go leads to an exit.					
The enemies here shouldn't be too much trouble if you do decide to climb the mountain. If you have the Knight's Saber they should go down in a few hits and if you're level 3 or 4 they don't hit very hard. At the top of the mountain you can find a < <life bottle="">&gt; and an &lt;<orange gummi="">&gt;. Exit the mountain and head north to reach Euclid.</orange></life>					
**************************************					
x Euclid[TOPW_EUC] x					
$\mathbf{x}$ $\mathbf{x}$ $\mathbf{x}$ $\mathbf{x}$					
Treasure					
Cabbage Roll Recipe, Earring, Long Sword, Battle Axe, Wood Shield, Channeling, Cheese, Apple Gummi x2, Orange Gummi, Savory, Rapier, 1000 Gald					
Enemies					
(Euclid Sewers): #098 Slime, #217 Giant Slug, #219 Giant Bat					
Shops					
Variety Shop < <squishy>&gt;</squishy>					
Long Sword       140       Rapier       180       Short Selfbow       .50         Rod       .10       Leather Armor       .120       Cloak       .12         Wood Shield       .50       Beret       .300       Spectacles       .10         Apple Gummi       .60       Orange Gummi       .200       Chicken       .40         Pork       .56       Cabbage       .40       Apple       .40         Egg       .20       Bread       .20					

#### Weapon Shop <<Holy Knight>> Rapier.....180 Short Selfbow.....50 Short Selfbow......50 Long Selfbow......200 Armor Shop <<Holy Knight>> Leather Armor......120 Chain Mail.......900 Wood Shield.....50 Round Shield......300 Leather Helm......600 Leather Gloves.....150 Item Shop <<Baby>> Apple Gummi......60 Orange Gummi......200 Panacea Bottle.....350 Life Bottle......300 Grocer <<Marion>> Pork......56 Rice.....32

--[MISSABLE ALERT!]-----

(Until the end of Part 1): !Cabbage Roll Recipe!

#### 

Speak with the soldier right near the entrance to learn about how to zoom the battle camera. Talk to the employee in the food store to learn about Cooking and ingredients. Speak with the Chef and answer yes to get the Cabbage Roll recipe. He'll also teach you about recipe levels. You can talk with him in towns throughout the game to learn even more recipes.

Anyway, head to the northwest house with the weatherpane to meet Cless's Uncle Olson. After the dialogue speak to Olson and say yes to spend the night in order to continue the story. After the events you'll end up in a dungeon with all of your weapons taken away.

Wait around for awhile and Cless will hear somebody's voice. Examine the hole in the wall and say yes to recieve the <<Earring>> key item. Walk through the hole in the wall and examine the corpse. Say yes to recieve the <<Long Sword>>. Equip it and you can open up the cell doors by examining them. Open up the chest and bag in the upper-right for a <<Battle Axe>> and <<Cheese>. To continue, go to the nearby cell and talk to the young girl. After a conversation Mint will join the party and you can rename her.

Equip the Battle Axe and examine the drain. Say yes in order to break it open, although you'll lose the Battle Axe in the process. Go through the drain to enter the waterway.

Right when you enter, you'll recieve a short tutorial on how to enable and disable your allies' abilities. Go up to find a <<Wood Shield>>. Go left and you'll get an explanation on memory circles (save points). Just below the save point is a chest with another <<Channeling>> ring.

--Random encounters, strategies-----

You'll usually encounter Bats in this dungeon, which use a sonic wave attack that can pass through you and hit multiple characters. You can avoid it by standing directly below them. The best way to take care of them is to

up-slash them, and combo them once they're helpless on the ground. For the Slugs, you can pretty much just down-slash poke them until they die if you get up close to them. Of course, if an attack is guarded against, you should either let yourself run back or guard to prevent a counter attack.

On higher difficulties, you need to be very careful as the enemies hit way too hard to get hit without guarding. Use a running slash on Bats to knock them down and run back. For the Slugs/Slimes, a running stab will push them back, so you can run back and repeat until they die. You can follow either of these up with Demonic Blade to help push back the enemies more. If you get a critical hit or stun the enemy, feel free to be more aggressive but be careful if other enemies are nearby.

In the case of an ambush, try and concentrate on the enemy behind you. If you push it into a corner, you can spam Swallow Kick and hopefully get behind it so all the enemies are on one side again. Or simply try to kill it before the other enemies approach you.

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Anyway, follow the path up until you hit an intersection. Open up the chest for an <<Apple Gummi>> then take the left path. Open up the chest for an <<Orange Gummi>> then head back. Take the path right to the next screen.

Keep going right for a chest with another <<Apple Gummi>> then go up to the next screen. Another intersection; start by taking the right path. There'll be some steps and another chest. Open it for an <<Orange Gummi>> then take the steps to the right for another intersection. Go down for a sack with <<Savory>>, a stat-boosting herb. I recommend holding off on using it for now, since you can turn it into a better herb later in the game.

Go back and take the path up. Another chest and a path to the left. Open the chest for a <<Rapier>> and then go left for a save point. You should see monsters on-screen nearby; don't approach them yet. Instead go left and follow the path up for a chest with <<1000 Gald>>. Now go back to the save point. Heal up your HP and TP and be sure to save. Head on up to the monsters for a boss fight.

--#057 Clay Demon-----

HP: 250 TP: 0 EXP: 77 Gald: 420 Attack: 75 Defense: 13 Agility: 70

Elemental Defense: Light (Very Weak), Dark (May Nullify)

Elemental Attack: Darkness

Dropped Items: Panacea Bottle, Spectacles

--#217 Giant Slug-----

HP: 75 TP: 0 EXP: 5 Gald: 5

Attack: 35 Defense: 10 Agility: 10

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat

Weak), Darkness (Somewhat Strong)

Elemental Attack: Water

#219 Giant Bat					
HP: 60 TP: 0 EXP: 4 Gald: 12 Attack: 33 Defense: 8 Agility: 80					
Elemental Defense: Light (Very Weak), Darkness (High Nullify) Elemental Attack: Darkness					
Recommended levels: 3-5					
Keep attacking and running back so that all the enemies don't surround you. Their AI isn't all that great and they will more often then not decide to chill on their end of the battlefield; so you can just do a running attack, Demonic Fang, and run back unharmed until you get rid of all the lackies. Once they're gone you can attack the Clay Demon up close. You can just treat him like a bigger Giant Bat; attack him in the air to knock him down, and combo him when he reaches the ground. If Cless has Swallow Kick, you can pretty much trap him into a corner when he hits the ground by doing a double attack-> Swallow Kick combo. Even if you run out of TP, just repeating Cless's single up-slash from up close will do. On higher difficulties this battle may require a bit of luck so that the enemies don't surround you, but once the lackies are gone it's pretty easy if you're patient about running attacks and guarding.					
******	xxxxxxxxxxxxxxxxx	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx			
After the battle you'll get all the weapons back that were taken away from you. Head up for the exit and another event. You'll find yourself in Morrison's Manor.					
<pre>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx</pre>					
Treasure					
Treasure					
Steamed Egg Custard Recipe, N	Monster Encyclopedia				
Enemies					
(Morrison's House region World Map): #003 Owl, #006 Anaconda, #107 Dingo					
Shops					
Peddler					
Ring Mail       1200       Clo         Leather Helm       400       Lea         Mantle       20       Spe         Orange Gummi       200       Mix         Life Bottle       300       Ch         Egg       20       Breather	d	Chain Mail			

Mint will teach you the recipe for <<Steamed Egg Custard>> and give you the <<Monster Encyclopedia>>, then you'll be in control of Cless again.

-- The Monster Encyclopedia, completionists take note-----

Now that you have the Monster Encyclopedia, you can keep track of all the monsters you've encountered so far. Like I mentioned previously, you'll need to use a Spectacles to scan enemies and obtain information on them, but you also need to know what items they drop, if any, in order for the monster entry to count as "complete". In most cases, especially for monsters with rarer item drops, this means simply killing them over and over until you get the item to drop. Fortunately this isn't too common and you should get most of the item drops just going through the game normally. Just make a habit of checking the entries of monsters you've fought recently to make sure you've got the entries squared away.

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Head outside the house, and you'll run into Chester. More story, and Chester will rejoin the party.

--Shopping-----

A peddler will now be available in the front room. I recommend buying the Long Selfbow for Chester, the Round Shield for Cless, Leather Gloves for Cless and Chester, Berets for Mint and Chester, and 6 Mantles (two for each character). These should boost your stats enough for now, although if you have enough money you can buy the more expensive Chain or Ring Mails for Chester and Cless. If you do have enough to buy the sets of armor, only buy one, since you'll be finding a Chain Mail in the next dungeon. Ignore the Leather Helm for the same reason.

-----

When you want to move on, go east of Morrison's House to reach the Underground Crypt.

Orange Gummi x2, Leather Mantle, Charm Bottle, Hourglass, Leather Helm, Rune Bottle, Saber, Chain Mail, Milk x2, Cheese x2, Panacea Bottle, Wraith Ruby, Elixir, Lavender, Rabbit's Foot, Morrison's Book, Chester's Bow

--Enemies-----

(Cave): #098 Slime, #217 Giant Slug, #219 Giant Bat, #221 Giant Frog

(Crypt): #057 Clay Demon, #067 Golem, #092 Skeleton, #187 Mummy

(Lava rooms): #059 Ghoul, #198 Lizardfly

#### \*

If you missed the Slime, Giant Slug, or Giant Bat entries from the sewers, you can encounter them again here.

Go up from the entrance for a chest with an <<Apple Gummi>>. Ignore the enemy up above for now.

Keep going right to meet up with Tristan. He'll teach you about Ogis, and Cless will recieve Ogi: <<Demonic Kick>> and the <<Swordsman>> title. Then talk to Tristan again to learn about Shortcuts. Below Tristan is a somewhat-hidden chest with an <<Orange Gummi>>.

--Ogis and more preparation-----

Ogis are combinations of two of Cless's basic abilities. For example, the Demonic Kick Ogi is a combination of Demonic Blade and Swallow Kick. Ogis require the two requisite skills to be mastered, or at 100 uses, before they can be used in battle. You can check how many times a skill has been used in the Abilities menu.

If you want, take some time fighting battles around Morrison's House to get Demonic Blade and Swallow Kick up to 100 uses. Not only will you be able to use Demonic Kick, you'll gain some more EXP, Gald, and more food and precious Apple and Orange Gummis from the monsters that'll make the next dungeon go by smoother.

\_\_\_\_\_\_

Backtrack and approach the Treasure Keeper to fight two Skeletons. Put Chester's Crimson Lotus on a shortcut button, then hold it down so he'll constantly fire at one Skeleton. Set Mint to use Toy Hammer on the other skeleton as well. Whenever one of the skeletons starts to get close to the party, target it and use a normal attack-> Swallow Kick combo to push it away. Once one Skeleton is gone the other should be easy to get rid of. After winning, open the chest for a <<Mixed Gummi>>.

When you're ready to go deeper into the dungeon, continue north from where you talked with Tristan.

Go right and down to the next screen. You'll be in a long, puddled hallway with rats with doors all along the north wall. Enter the first doorway from the left you see and examine the coffin. Say yes to open it and you'll enter a battle with a Mummy. I find the best strategy against them is to control Chester and just fire arrows nonstop. Since they're so slow they'll never be able to even get close to you this way; and if you corner them you can fire and reload faster to end the battle more quickly. After you win you'll recieve a <<Leather Mantle>>, a stronger version of the Mantle accessory.

The rest of the doors in this hallway contain coffins with Mummies, except the third door from the left. They give good exp, the treasure is nice, and they're easy, so I recommend fighting them all. From left to right, except for the third door, the doors contain <<Charm Bottle>>, <<Hourglass>>, <<Leather Helm>>, and <<Rune Bottle>> Charm Bottle reduces the prices of the next shop you visit, and Hourglass freezes all enemies in battle for a short period of time. These are very rare items so I recommend waiting until the right time to use them. Leather Helm is a helmet for Cless. Finally, the Rune Bottle is a special item that can transform items into completely different ones. For example, you could turn the Charm Bottle and Hourglass into more powerful

versions, or transform the Savory you found in the last dungeon into a more potent herb. Rune Bottles are hard to come by for now, so use them sparingly until you get to the point where you can obtain them easier.

Go down the stairs at the right end of the hall to continue on. You'll go down three sets of stairs before the next real floor.

--New enemies-----

Here new random encounters will start to appear. Clay Demons, Skeletons and Mummies will now be random encounters. Clay Demons are easy to trap, and give a very nice sum of Gald (you may consider building up Gald for supplies from them). For the skeletons and mummies, just repeat the same strategies you used against them before.

\_\_\_\_\_

Anyway, at the first two-way intersection, go down, and then go up for a sack with some <<Cheese>>. Go down for a chest with an <<Apple Gummi>>, then go back to the original two-way intersection and take the right path through a door to the next screen.

Here you'll see two paths up above and a doorway to the right leading down below. Take the left path up for a chest with a <<Saber>> for Cless. I don't recommend using it over the Knight's Saber or Rapier. Go back down and take the right path up. Follow it until you reach a chest with a <<Chain Mail>> for Cless or Chester. Now go all the way back and go through the lower doorway on the right to reach the next screen.

To the right there'll be a save point and a bag with some <<Milk>>. Make sure to save, and examine the statue near the save pont for a mini-boss fight against a Golem. It's like a bigger version of the Mummy, with higher attack, defense, and HP. It isn't much faster though, so firing arrows at it with Chester works well again. It does have a small chance to nullify physical attacks, so just stay behind Cless in case some of your attacks bounce off of it.

Now that the statue is defeated, you can move it around freely. Move it to the southwest part of the room and push it onto the switch. This will unlock the nearby door. Before you go through it, go right into a room with <<Cheese>>, <<Orange Gummi>>, and <<Panacea Bottle>>.

Once you go through the door, you'll encounter another Treasure Keeper. This time it's two Clay Demons. Just move the party to one side and trap them in the other. Afterwards, open up the chest for the <<Wraith Ruby>> key item. Now go all the way back to the hallway where you fought all those Mummy battles. You can now open up the sealed door with the Wraith Ruby. Inside you'll find a circle that'll warp you to the next area, and you can examine the statue up above to fully restore your HP and TP.

If you're running low on items, don't hesitate to go back to Morrison's place. You can use the money from battles to restock on items and food, as well as buy Ring Mails for Cless and Chester.

This next area is filled with lava and floating platforms. You'll start encountering Lizardflies here, but they aren't any more dangerous than your standard bat or wasp enemy. Ghouls also make an appearance, but they're easy to take out too. The first thing to do is wait for a platform to appear on your left. Take it to a blue chest with an <<Elixir>>, then take it back. Now go down the stairs below, into a magma filled room. Every step on the magma will

reduce your HP, so be careful. Check your health and use Mint's First Aid as necessary to heal in the menu. At the bottom right corner, you'll encounter another Treasure Keeper. It's two more Clay Demons again. Beat them and open up the chest for a <<Lavender>> herb.

Go back up and take the floating platform to the upper right. You'll see another platform below you, but you can't reach it yet. Once you reach the other side, press the switch on the left. Take the platform above you to reach two chests with <<Milk>> and a <<Rabbit's Foot>>, which raises your Luck stat by 10%.

Now go back to where you couldn't reach that platform before. Thanks to the switch, you can reach it now. As you cross the lava, Cless will drop the Wraith Ruby. When you reach the other side, go down the steps and approach the ruby. It'll be pushed down to the lower floor. Go up and step into the blue light, and Cless will begin floating, which will prevent you from being hurt from the magma. Then go back across the lava and go down the stairs to the magma filled room. You'll find the Wraith Ruby on the floor. Recover it then go back across the lava again. Then go up through the door and make sure to save. Continue up for a boss fight against two Golems this time.

--#067 Golem-----

HP: 4770 TP: 0 EXP: 188 Gald: 410
Attack: 95 Defense: 25 Agility: 15

Elemental Defense: Earth (May Nullify), Wind (Very Weak)

Elemental Attack: Earth

Dropped Items: Holy Bottle, Orange Gummi

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Recommended levels: 9-12

They're the exact same as the Golem you fought before, but this time they surround you from both sides. This can be a frustrating if you can't gain control of the battle. Having Cless at level 9 minimum is important, since the Thunder Claw skill he learns then is very helpful for this battle. To begin with, set up the party formation so Cless is far to the right, and Chester and Mint are far to the left. Head up to the Golem on the left, and keep using Thunder Claw until Cless is able to get behind it. This should let Chester and Mint get on the left side of the screen as well. Once both Golems are on one side, they're much easier to handle. Use a normal attack-> Swallow Kick-> Demonic Kick (if available) combo to push both of them back to the right side, where you can start to spam Thunder Claw to constantly interrupt and damage them. With Mint's Toy Hammer and Deep Mist, and Chester's Crimson Lotus or Ice Fang on shortcuts, it shouldn't take long to defeat them. If your TP gets low, have Mint use an Orange Gummi on Cless or Chester in order to keep up the pressure.

Go back and save, and unequip all of Chester's armor and accessories if you want, since he'll be leaving the party in a bit.

[MISSABLE CHECKLIST!]
Make sure you have the following things before moving on, as they'll be unavailable after the next events:
-All Monster Encyclopedia entries so far, except #067 Golem, #097 Skeleton, #175 Boar, and #176 Boar Child
-The Cabbage Roll recipe from the Chef in Euclid grocer
You should have most of these things from just following the guide so far, but just in case.
Continue up through the door for more story, and after all of the events, Cless and Mint will find themselves on the world map. < <morrison's book="">&gt; and &lt;<chester's bow="">&gt; will be added to your key items. Right up north you'll see a town, enter it to continue the story.</chester's></morrison's>
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Talk to Lenios's wife, Soph	ia, to get the < <cheesebur< td=""><td>ger&gt;&gt; recipe.</td></cheesebur<>	ger>> recipe.
Shopping		
You'll notice some new item increase your attack power Bottles prevent you from su	during battles by 30%, ver	y nice for bosses. Liqueur

increase your attack power during battles by 30%, very nice for bosses. Liqueum Bottles prevent you from suffering status ailments, but reduce your attack power by 20%. Good for battles where you know the enemy can use status effects. Elven Boots increase your movement speed by 20%, which is nice, but

not worth the price at the moment, and you'll find one for free soon enough.

As for equipment, you'll notice the Verdun and Colichemarde as rapier upgrades as well as a Battle Axe you can actually buy now. I don't recommend spending money for Cless just yet though, since you'll be able to buy a better weapon in a nearby town, but remember to buy a Verdun and Colichemarde at some point soon, because they are missable. Buy a Gem Rod and an Amber cloak for Mint at least for now.

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Check on the left outside of the accessory shop for two bags with <<Orange Gummi>> and <<Panacea Bottle>>. Also, at the right of the counter in the equipment shop is a secret passage. Go right and up to reach the back room of the store. Talk to the shopkeeper to receive the <<Ogi: Demonic Fangs>>. It's a combination of Demonic Blade and Tiger Fang, which Cless learns at level 15.

That's all for Belladam, but before you head to Euclid, there's a few places to check out if you want. Just south of the village is the Forest of Spirits, the same forest from the beginning of the game.

The enemies are basically slightly upgraded versions of the ones in the present, so you know how to handle them. If you missed filling in the Boar and Boar Child entries in the Monster Encyclopedia, you can get them here.

The layout is the same. The chests to the right as you enter contain <<Hourglass>> and <<Sage>>. Right before the screen with the giant tree, there's a chest with a <<Rebirth Doll>> behind a rock. There's just one more optional place to visit before heading up to Euclid.

Northwest from Belladam is a bridge, and a bit more west from it is a dock. There's some more free items here.

The chest on the left side contains <<Spectacles>>. In the middle are two chests with <<Beef>> and <<Life Bottle>>. Down below is a blue chest with a <<Fight Symbol>>, and another on the right with an <<Elixir>>. The Fight Symbol is a great accessory for Cless, it'll raise his Attack by 10%.

That's it for optional stuff for now. Ignore the cave to the south of the dock, as there's nothing to do there right now. Head north to the Mountain

<pre>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx</pre>	**********	x[TOPW_MP2] x x xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Ireasure		
Beef, Cheese, Bread		
Enemies		
#047 Killer Owl, #130 Pyt	hon, #181 Boggle	
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The Mountain Pass is the sa warning you about the north you can continue west or ta to take the path north, you Either way, continue north	ern path, that's pretty not ke the northern path for some can find < <beef>&gt;, &lt;<chee< td=""><td>ice of them. Like before, some items. If you choose</td></chee<></beef>	ice of them. Like before, some items. If you choose
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx		x x[TOPW_EU2] x x
	Elixir, Mixed Gummi, Mirac Collector's Encyclopedia,	cle Gummi, 1000 Gald, Charm Channeling
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Rapier	Verdun	Colichemarde
Acce	ssory shop (cac s Eyes)	
Apple Gummi60 Panacea Bottle350 Liqueur Bottle60 Leather Mantle100 Rabbit's Foot200  Grocer < <vegetto>&gt;</vegetto>	Orange Gummi200 Life Bottle300 Elven Boots4000 Spectacles10	Mixed Gummi1000 Flare Bottle150 Mantle20 Talisman2000
Carrot	Cabbage40 Tomato190	Cucumber90 Onion210

Apple40	Strawberry220	Banana190
Milk30	Cheese40	

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Right from the left of the town entrance are two chests with <<?Rod>> (Rod) and a <<Rune Bottle>>. ?Items are usually powerful pieces of equipment that need to be identified with Rune Bottles before they can be used. This one's just a regular Rod though, so don't waste a Rune Bottle on it.

Check underneath the trees to the lower-left of the house with all the cats for a hidden <<Elixir>>. Take the path on the right side of the inn for a chest with a <<Mixed Gummi>>, then check underneath the trees just to the upper-right for a <<Miracle Gummi>>. Next check the chest to the left of the equipment shop for <<1000 Gald>>. Finally, to the right of the northeast house is a hidden passage in the trees, in the very top right. Go up, right, up, left, up, left, up, and left to get through. There'll be a blue chest with a <<Charm Bottle>> at the top of the hill.

In the center of town is a band, they say different things depending on how much money you give them. Nothing they say is terribly important or that you won't find out in due time, so no reason to pay them a large sum of money.

In the Grocer, talk with the Chef for the <<Sandwich>> recipe.

--Shopping-----

For equipment, buy the Kitchen Mittens for Mint and an Iron Sallet for Cless. You don't need to buy a Kite Shield for Cless as you'll be finding one in the next dungeon.

For accessories, the only thing new is the Talisman, which raises defense by 5%. Not really worth the 2000 Gald price tag. You can also buy Rabbit's Foot now, if you want to buy more of them then they are worth the price.

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When you're ready to move on, enter the northeastern house to meet Klarth and Mirald. After the talk, Klarth will join the party and you can rename him. You'll also recieve the <<Collector's Encyclopedia>>. It lists all of the items in the game you've collected so far. Talk with Mirald and you'll get another <<Channeling>>, the third so far. You can read the books in the house to learn about Summon Spirits and the Dwarves.

Klarth is one of the game's two offensive magic users, though right now he can't do much without a Summon Spirit. On Normal mode you can just put him in front of Cless to help keep enemies busy in the front. For higher difficulties, you may want to park him in the back with Mint to stay out of the way and protect Mint instead.

Your next stop is the Lone Valley to the east of Euclid, but we need to get some supplies before we can explore it first. Go north past the Lone Valley to reach the City of Hamel. Before doing that, however, make sure you start a nice sidequest here in Euclid.

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[MISSABLE ALERT!]			
Right when you enter Euclid Village, talk to the young woman near the tree. As you try to enter the inn, Mint will mention trying to help her. Talk to her to find out about Elwin, the person she's in love with. This is the start of an optional side quest, though you might as well do it since the reward is very nice and it's easy to do.			
Go to the equipment shop and talk to Elwin, who's pacing around near the window. He'll want to know the young woman's name. Go back to her and she'll tell you her name is Nancy. Then go back to Elwin, and he'll tell you it's impossible for them to meet. Go back to Nancy, and she'll say she's fine. That's the end of this sidequest for now.			
<pre>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx</pre>			
Treasure			
French Toast Recipe			
Shops			
Item	n Shop < <angel's blessing="">&gt;</angel's>	>	
Apple Gummi60 Panacea Bottle350 Liqueur Bottle150 Mantle20 Pickaxe150	Orange Gummi200 Life Bottle300 Holy Bottle80 Leather Mantle100 Rope100	Mixed Gummi1000 Flare Bottle150 Dark Bottle20 Spectacles20	
Armor Shop < <endurance>&gt;</endurance>			
Chain Mail900 Amber Cloak620 Leather Helm600 Ankh Beret800	Ring Mail	Cloak	

--Shopping-----

As soon as you enter, go inside the Item Shop. Buy a Pickaxe and a Rope, since you'll need them for the upcoming dungeon. There's some new items on sale- Holy Bottle, which reduces random encounters for a short time, and Dark Bottles, which increase the encounter rate.

For weapons, you'll definitely want to buy the Walloon Sword at least. It has 50 Slash and Thrust, making it the best balanced weapon at this point. You may also consider the Crescent Axe, with it's light elemental attack.

For armor, Ankh Berets for Mint and Klarth are nice head upgrades. For Cless, the Iron Sallet is good if you have enough money. Don't worry about the Kite Shield since you'll be finding one in the next dungeon.

but at least make sure to buy the Walloon Saber.
[MISSABLE ALERT!]
Talk with the Chef in the center of town to learn the < <french toast="">&gt; recipe.</french>
No. 1 hours of the control of the co
Now that you have the proper supplies, head back east to enter Lone Valley. If you're doing the Nancy and Elwin sidequest, don't forget to do a step of it here.
**************************************
${\tt x}$ Nancy and Elwin Sidequest (2) (Optional)
***************************************
[MISSABLE ALERT!]
You can continue the Nancy and Elwin sidequest here. Make sure to do this step now, as it won't be available after the next dungeon. Just enter the Hamel Inn and talk to Nancy in the leftmost room. She's being escorted to Venezia so she can meet Elwin. That's it for now.
***************************************
x x Lone Valley
***************************************
Treasure
Thief's Mantle, Opal Pact Ring, Bread, Apple Gummi, Mixed Gummi, Spectacles, Kite Shield, Amber Cloak, Talisman, Rune Bottle, Charm Bottle, Elemental Orb
Enemies
(Outside): #141 Harpy, #144 Peep Peep, #161 Blue Sylph, #206 Red Sylph
(Cave): #174 Hell Master, #199 Lizardman, #202 Living Dead, #224 Giant Leech, #161 Blue Sylph, #206 Red Sylph
***************************************
Right when you enter you'll go through a scene. After the dialogue, go to the path to the right of the cabin for a chest with a < <thief's mantle="">&gt; accessory. To continue go inside the cabin to meet Bart and go through another event. You'll recieve the &lt;<opal> Pact Ring accessory for Klarth, which halves wind elemental attacks.</opal></thief's>
Talk to Bart to learn you need a Pickaxe and Rope to explore the Lone Valley, which you should already have from Hamel. If you need to rest, use the left bed in the bedroom.

--Random encounters, strategies-----

The random battles here are fairly easy with Cless and the Walloon Sword. If you picked up the Fight Symbol as well, most fights should end very quickly. Harpies and Peep Peeps are just more flying enemies, knock them out of the air then attack them. The Harpies can poison you though, so watch out. Thunder Claw makes short work of both enemies in any case.

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Go up north and destroy the boulder in the way with your Pickaxe by examining it. Up north you'll see some Sylphs floating around, but don't approach them yet. Grab the <<Bre>Bread>> in a bag to the right. When you're ready, talk to Sylphs to start a mini boss battle.

--#161 Blue Sylph-----

HP: 300 TP: 4000 EXP: 111 Gald: 222 Attack: 65 Defense: 25 Agility: 80

Elemental Defense: Earth (Somewhat Weak), Wind (Absorb More)

Elemental Attack: Wind

Dropped Items: Rune Bottle

--#206 Red Sylph-----

HP: 350 TP: 6000 EXP: 222 Gald: 555 Attack: 67 Defense: 23 Agility: 80

Elemental Defense: Earth (Somewhat Weak), Wind (Absorb More)

Elemental Attack: Wind

Dropped Items: Rune Bottle

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Recommended levels: 9-12

This fight is easy no matter what the difficulty level. Use a Flare Bottle on Cless and just spam Thunder Claw to prevent the Sylphs from casting. With such low HP, they should go down in no time flat.

After the battle you'll learn that you need to put a stop to the miasma from the Demonic Realms. Go up to the next screen and you'll reach a save point. Klarth will explain the Whirlwinds in the area; and like he says, if you walk through them you'll be damaged.

Try to go up further and the Sylphs will blow you away. You have no choice but to explore east for now. If you want return to the entrance, go back down and take the lower path left through the whirlwinds. Open up the chest to the right for an <<Apple Gummi>>, then go up to the next screen. You'll see two entrances to a cave and a path to the upper-right. You can't enter the right entrance

right now, and the upper-right path doesn't have anything yet, so just take the left entrance.

--New enemies-----

Inside the cave you'll start encountering Giant Leeches, poisonous Giant Slugs which can otherwise be poked to death just the same. Slightly more dangerous are the also poisonous Living Dead which can warp past you by going under the ground.

\_\_\_\_\_\_

Go up and more Sylphs will blow you away again. You'll be near a save point and a hole in the ground. If you go right you'll be blown out the right entrance to the cave. For now go down the hole in the ground with your Rope.

In the lower level, follow the path until you reach a stone wall blocking the way. Examine it to break it down with your Pickaxe. Ignore the nearby stairs and go right. Behind another wall is a chest with a <<Mixed Gummi>>. Now go back and down the stairs, through another wall. Go right for a <<Spectacles>>, and then go left and up a rope back to the upper floor.

You'll be behind the Sylphs that blew you away near the left entrance. Approach them to fight two more Blue Sylphs and a Red Sylph. After you beat them, the wind will clear. If you go south of the hole down the stairs, you'll be above the Sylphs near the whirlwinds outside. Open up the two chests with a <<Kite Shield>> and an <<Amber Cloak>>. You'll have to leave the other blue chest alone for now, as the Sylphs will blow you away again if you go too far down. Go back up inside the cave and go right. Without the wind blocking you, you can take the stairs up above the save point.

You'll be in a room filled with miasma. Every step in it will drain your health, so keep an eye on your HP and watch out when you get into battles. Note the boiling hole in the ground and go right. Smash down the first wall you see and you'll come across a boulder you can push and pull. Move it into the hole and you'll stop the miasma.

Continue right and then down from where you found the boulder, and you'll see the Sylphs blocking the right entrance. Go down the hole nearby with your Rope.

--New enemies-----

On the lower floor, Klarth will say that powerful demons from the Demonic Realms will appear because of the thick miasma. What this means is that you can encounter a powerful enemy called the Hell Master in this section. It's impossible to beat at this point in the game, so if you encounter one, just run away. As far as normal enemies go for this section, you'll start encountering Lizard Men, who are pretty fast and like to run through your characters.

-----

Go right for a save point, and then go down. To the left is a miasma hole. To the right is a boulder. Like before, push the boulder into the hole and watch your HP. However, this time, there's still miasma. Go up from where you found the first boulder, and you'll see another hole. Go right for a chest with a <<Talisman>> and break down the wall. Move the boulder from behind the wall to cover up the hole. Now all the miasma should be gone, as well as the Sylphs blocking all the treasure upstairs.

Go back up through the hole and open the blue chest for a <<Rune Bottle>>. Outside on the west side you can now open up the blue chest for a <<Charm Bottle>>. To finish everything up, take the upper-right path to another screen and go across the bridges to talk to Sylph. Klarth will form a pact with Sylph and obtain the <<Tamer>> title, and you'll get the <<Elemental Orb>> key item. As you exit, you'll have another conversation with Bart. Now that Klarth has a Summon Spirit, feel free to place him in the back of the formation with Mint so he can cast safely.

Next stop is the Forest of the Spirits south of Belladam.

************************
x x Forest of the Spirits[TOPW_FOS] x
x xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Treasure
Hourglass, Sage, Rebirth Doll
Enemies
#047 Killer Owl, #130 Python, #175 Boar, #176 Boar Child, #182 Hornet
If you didn't get the treasures here before, now's the time. Head to the giant tree Yggdrasil for an event with Martel. Your next stop is Alvanista, but you need to take a boat there from Venezia first. But as you head north, you'll discover something wrong with Hamel.
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
x City of Hamel (2)
***************************************
More dialogue, and you'll meet Rhea. She'll fill you in on what happened and then join the party as a NPC. Head north to Venezia to find information on Demeter.
**************************************
x Port City, Venezia[TOPW_VEN] x
x xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Treasure
Sushi Recipe, Ogi: Claw Storm (3000 Gald), Protect Ring
Enemies

(Venezia region World Map): #022 Vulture, #047 Killer Owl

Shops		
Wear	oon Shop < <aqua blade="">&gt;</aqua>	
Verdun	Colichemarde1400         Battle Axe700         Rod10	Fine Saber700 Crescent Axe1200 Gem Rod600
Armo	or Shop < <see-through>&gt;</see-through>	
Ring Mail	Splint Mail1900 Kite Shield600 Armet Helm1320 Leather Gloves150	Cloak
Acce	essory Shop < <maraga's ocea<="" td=""><td>an&gt;&gt;</td></maraga's>	an>>
Apple Gummi	Orange Gummi 200 Life Bottle 300 Holy Bottle 80 Mantle 20 Pickaxe 150 Rabbit's Foot 200	Mixed Gummi
Groo	cer < <waterfront>&gt;</waterfront>	
Tuna       240         Squid       50         Chicken       40         Egg       20         Dried Seaweed       16	Mackerel	Sardines       100         Shrimp       160         Pork       56         Rice       32
******	************	· · · · · · · · · · · · · · · · · · ·
If you're doing the Nancy abelow this one to do a step	<del>-</del>	sure to read the section
Talk to the Chef in the Gro	ocer to recieve the < <sush:< td=""><td>i&gt;&gt; recipe.</td></sush:<>	i>> recipe.

Enter the Trade Company Leiott and go to the second floor. On the balcony is a blue chest with a Protect Ring. It has a 10% chance of nullifying non-elemental (physical) attacks. With a Rune Bottle you can turn it into a Force Ring with a 20% chance.

The ferryman can take you to the Weapon, Armor, and Item Shops, and the Mayor's House for 20 Gald. The boat is the only way to enter the Weapon or Armor shops. You can hold down X to make the boat go faster. Talk to the Female Soldier in the weapon shop to buy the Ogi: <<Claw Storm>> for 3000 Gald. It's a combination of Thunder Claw and Autumn Sandstorm. Finally, head to the second floor of the Mayor's house to talk to Lenios's twin brother. This is needed to get an important skill a bit later on.

--Shopping-----

For weapons, the Corcesca looks nice, but you'll be finding one in the next dungeon, so just stick with the Walloon Sword for now.

For armor, the Splint Mail and Iron Gloves are the best upgrades for Cless at the moment, and you'll be finding an Armet Helm and Fight Shield in the next

dungeon. You can also buy the upgrades for Klarth/Mint from Hamel if you missed them there. Again, you probably won't have enough money for all of this right now, so you might want to wait until after the next dungeon to go shopping.

For accessories, the only thing new are the Heavy Boots. They decrease your movement speed by 20%. Seems useless, but if you use a Rune Bottle on them, they can turn into Jet Boots, which increase your movement speed by 50%!

\_\_\_\_\_

Anyway, to continue with the game, enter the Mayor's House and talk to the people in the upper left of the room for more information on Demeter. Now you can use the left ship in the port in order to sail to Demeter's Island. Talk to the captain and pay him 800 Gald to sail there. If you hold down X, you can make the ship sail faster.

If you did the previous two steps to this sidequest, you'll find Nancy in the Venezia Inn. Say yes to help her and continue the sidequest. You need to set up a time for her to meet with Elwin, so head to the Trade Company <<Leiott>> to the north of town. Talk to Elwin in the left room on the first floor. Then go back to Nancy. Finally go to the fountain in the central plaza and talk to Nancy for a scene. Then, exit and re-enter the town for the next part of the quest.

Go back to Leiott and go to the second floor. You'll see Nancy, Elwin, and Elwin's father, Doug. After the conversation, go to the bridge just right of the plaza and talk to Nancy. Then go to the left of the fountain and talk to Elwin. He's kind of hard to see, but you can find him near the pillars on the left side. Say yes and encourage Elwin, and the two will disappear. That's it for this sidequest at the moment.

Mixed Gummi, ?Book (Pin-Up Mag), Spectacles, Elixir, 765 Gald, Savory x2, Verbena, Apple Gummi x2, Liqueur Bottle, Fight Shield, Demeter's Key, Rebirth Doll, Silver Cloak, Corcesca, Armet Helm, Straw Hat, Gauntlets, Cabbage, Elven Boots, Halberd, ?Book (Liber Ivonis), Aquamarine Pact Ring, Ruby Pact Ring, Channeling

--Enemies-----

(Garden): #070 Viper, #037 Orcrot

(Basement): #184 Bone Knight, #204 Wraith

--Shops-----

Sailor

Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Bread20
Rice32	Dried Seaweed16	

#### 

If you ever need to rest or save, use the beds and save point on the ship. You can also buy supplies from one of the sailors.

Open up the chests at the dock for a <<Mixed Gummi>> and <<?Book (Pin-Up Mag)>>. The Pin-Up Mag will actually have a use later in the game, so hold on to it. Go up to the next screen and open the chest for some <<Spectacles>>. Continue up, and after a conversation, enter Demeter's Manor.

There aren't any random encounters in this area, so you can investigate freely. Ignore the prisms for now and go right to another screen. There'll be two doors. The one up above is locked, but the one on the right is a storeroom with tons of treasure: <<Elixir>>, <<765 Gald>>, <<Savory>>, <<Apple Gummi>>, <<Verbena>>, and another <<Apple Gummi>>. Now backtrack to the prism room, and go left to another screen this time. Two more doors; take the one up above for a bedroom with a save point. Check behind the chair for some <<Savory>>.

Return to the previous screen and enter the lower door this time. You can read some books for info on the Elves, and find a <<Liqueur Bottle>> in a cabinet in the upper-right. A red chest behind the table near the bed contains a <<Fight Shield>>. Another red chest behind a vase contains <<Savory>>. Finally, check the top vase on the right side of the room to get the <<Demeter's Key>> key item. You can use it to unlock the locked door in the east room. Make sure to save, and go inside to enter a garden. If you're trying to fill in the Monster Encyclopedia, make sure to scan the Vipers who appear as random encounters in here. To move on, examine the tree a few times to initiate a boss fight.

--#037 Orcrot-----

HP: 2300 TP: 0 EXP: 201 Gald: 864 Attack: 99 Defense: 27 Agility: 10

Elemental Defense: Earth (May Nullify), Water (Absorb Half), Fire (Very Weak),

Wind (Somewhat Weak)
Elemental Attack: Earth

Dropped Items: Apple

Recommended level: 12-15

Another easy battle. Put Mint's Toy Hammer on a shortcut and have her target the Orcrot in the back, which should keep it in line while you take care of the one in front with Autumn Sandstorm, or Tiger Fang if you have it. Put Klarth's Sylph on the other shortcut and target the Orcrot in the front for great damage because of their Wind weakness. Try to delay the spell by holding the shortcut button down, letting it go as Cless finishes his attacks in order to prevent counter attacks. After a few repetitions both of the trees should be chopped wood.

#### \*

Now that the giant tree is out of the way of the window, you can let some light into the prism room. Open up the middle curtain and rotate the middle prism twice. Rotate the left prism three times, and the right prism three times as well. This will open up a passage to the next area.

--New enemies-----

Here random encounters will be back again. There's a new aerial enemy here, the Wraiths. They can cast Stone Blast and Tractor Beam and can paralyze you with their attacks. Thunder Claw and/or Tiger Fang takes care of them nicely. Bone Knights are just upgraded Skeletons, Autumn Sandstorm and Tiger Fang take care of them quick. With Cless's attacks and Klarth summoning Sylph, most fights here should be relatively painless.

One thing to note about the Wraiths is that they drop Rune Bottles, so this is a good place to farm those if you want to transform items. At the moment, I recommend transforming any Verbena and Levanders you have into Red versions and feeding them to Cless, saving the Sages and Savories for later.

-----

Follow the path until you reach a two-way split. Head left and open up the chest for a <<Rebirth Doll>>. Head left and you'll be at another split with a stone tablet you can examine. It has a clue for a dungeon much later in the game, though it's of no help right now. Check underneath the pillars near the stone tablet for a hidden <<Silver Cloak>>:

photobucket.com/albums/i166/Zeromus X/top walkthrough demeter silvercloak.png

Take the path below for two chests with a <<Corcesca>> and <<Armet Helm>> for Cless. Check underneath the pillars here for some <<Gauntlets>> and a <<Straw Hat>> for Mint/Klarth:

photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_demeter\_strawhat.png

photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_demeter\_gauntlets.png

Go back and take the path above to enter a hallway with a save point. Enter the next room, but don't go too far up (near the steps). Grab the <<Cabbage>> on the left and the <<Elven Boots>> on the right. Go back and save, then continue up for an event. Regardless of which decision you choose, you'll end up a in a boss fight.

--#112 Demeter-----

HP: 2600 TP: 1200 EXP: 380 Gald: 5600 Attack: 75 Defense: 50 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water

(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: ?Book (The King in Yellow)

--#067 Golem-----

HP: 4770 TP: 0 EXP: 188 Gald: 410 Attack: 95 Defense: 25 Agility: 15

Elemental Defense: Earth (May Nullify), Wind (Very Weak)

Elemental Attack: Earth

Dropped Items: Holy Bottle, Orange Gummi

--#204 Wraith-----

HP: 440 TP: 60 EXP: 45 Gald: 123 Attack: 77 Defense: 24 Agility: 65

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Rune Bottle

Recommended level: 13-15

This is the first truly difficult boss fight in the game. Demeter has you surrounded on both sides by Golems and Wraiths. While you're busy with them, he'll cast dangerous spells like Storm and Summon Demon that can take out a big chunk of your party's health. Combined with the Golem's attacks and the Wraith's interrupting you with their own spells, this battle can be a source of frustration.

Start out the battle with a formation, from left to right, of Mint, Klarth, and Cless close together. Have Klarth cast Sylph to stop Demeter, while Mint casts Toy Hammer on the Golem on the right to prevent them from interrupting Klarth. Use Thunder Claw on the Golem and Wraith on the left, to get rid of them quickly. Using a Flare Bottle on Cless will help take them out faster. If you're having trouble pulling this off, use a Hourglass or Chronoglass to freeze time so you can get rid of the lackies easier.

Once they're gone, move on to the Golem and Wraith on the right, and have Mint and Klarth focus their spells on Demeter. Once the other enemies are all gone, move Mint and Klarth to the left far behind Cless, and attack Demeter. It should be easy to pin Demeter in the corner with the party's combined attacks once he's alone.

If you missed the Golem entry from the Present, this battle is your last chance to scan them.

After the fight, another scene and you'll be back in Lone Valley. Arche will join the party and you can rename her. You'll also recieve the <<Aquamarine>> and <<Ruby>> Pact Rings for Klarth. Go back inside the cabin and talk to Bart for another <<Channeling>> ring.

You may have noticed the two blue chests behind Demeter during the previous

events, that you couldn't reach because of the boss fight. If you go all the way back there, you can open them for a <<Halberd>> and a <<?Book (Liber Ivonis)>>, great weapon upgrades for Cless and Klarth.

Your next step is to take a boat to Alvanista from Venezia, but before you do that, why don't you take a brief detour to get some spells for your new party member, Arche? They're much better than the ones she has at the moment, and will help greatly in the battles to come.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	XX
X	Х
x Arche's Spells (Optional)[TOPWS_ASP]	X
X	Х
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	XX
Treasure	
Lightning Spellbook, Storm Spellbook, Ice Tornado Spellbook, Stone Blast	

Spellbook, Cyclone Spellbook

## 

The first of Arche's spells you can find is in Venezia. Enter the house in the northwest, next to Leiott. You'll meet a Half-Elf inside who'll sell you the <<Li>chightning>> spellbook for 200 Gald and the <<Storm>> spellbook for 1000 Gald.

In Euclid, check the bookshelves in the lower right of Klarth's house for the <<Ice Tornado>> spellbook. Check the bookshelf near the fireplace in the upper right room for the <<Stone Blast>> spellbook.

Finally, backtrack all the way to Belladam Village. If you talked to his brother in Venezia, you can get the <<Cyclone>> Spellbook from Lenios. This spell will really tear things up at this point of the game and for a while to come. Most enemies until much later in the game won't last more than 1 or 2 castings tops.

Once you're done gathering all of Arche's spells, head back to Venezia to take a boat to Alvanista.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	X
X 2	X
x Boat to Alvanista[TOPW_BTA] :	X
X :	X
*************************	X
Treasure	-

Python, Party Girl Titles (Arche)

## 

When you're ready to move on, talk to the captain of the right boat in the Venezia dock. Arche will recieve the <<Python>> title and you'll have the option of boarding.

Onboard you'll meet the swordsman Mayer. After lots of funny scenes, Arche will recieve the <<Party Girl>> title and you'll go to bed for the night. When you wake up, another scene, and the others will have left the party

x BOSS: Maver --#193 Mayer-----HP: 9000 TP: 0 EXP: 450 Gald: 4040 Attack: 150 Defense: 55 Agility: 55 Dropped Items: ?Sword (Fame Face) Recommended level: 13-15 This battle is fairly simple, just use Tiger Fang/Thunder Claw/Autumn Sandstorm followed by an Ogi to interrupt, deal damage, and push him into a corner. He can nullify your attacks but as long as you keep combo-ing him he shouldn't last long. On higher difficulties this fight can be quite a bit rougher. His normal attacks are safe to block and then counterattack, but his special attacks like Cleave can break through your guard and have a fair chance to dizzy you, so interrupt them with Tiger Fang or Thunder Claw and then follow into an Ogi. When he's low on HP, he'll use a deadly combo attack as well, but this is only a big deal if you're low on health. Don't neglect to run back and use an item if your HP gets low. If you win, Mayer drops a ?Sword (Fame Face), a nice water elemental sword which will help a lot for an upcoming dungeon. But if you lose, you won't get a game over and the game will continue on anyway. After the battle, more story, and you'll finish the voyage to Alvanista. x Kingdom of Alvanista.....[TOPW\_ALV] x --Treasure------Lavendar, 1000 Gald, Ogi: Demonic Storm (6000 Gald), Neapolitan Recipe, Mach Youth Title (Cless), Coral\*, Pelt\*, ?Sword (Fame Face)\*, ?Sword (Long Sword)\*, Garnet Pact Ring, Gungnir, Celeano Fragments, Tractor Beam Spellbook (4000 Gald), Thunder Blade Spellbook (12,000 Gald) \*Can win more than one, but only up to three --Shops-----

temporarily. Use the save point then go out on deck to fight a boss with Cless

Verdun700	Colichemarde1400	Fine Saber700
Walloon Sword1600	Crescent Axe1800	Bardiche2980
Corcesca2400	Halberd4000	Gem Rod600
Ruby Wand1240		
Armo	r Shop < <rhyme>&gt;</rhyme>	
Splint Mail1900	Breastplate3600	Amber Cloak620
Silver Cloak2500	Kite Shield600	Fight Shield1150
Iron Sallet840	Armet Helm1320	Ankh Beret800
Straw Hat1420	Long Blue Ribbon840	Iron Gloves600
Gauntlets1200	Kitchen Mittens300	
7,000	agent Chen ((Calendar))	
Acce	ssory Shop < <calendar>&gt;</calendar>	
Heavy Boots1040	Leather Mantle100	Thief's Mantle2000
Pickaxe150	Rope100	Talisman2000
Paralysis Check27,200	Poison Check6200	Rabbit's Foot200
White Mist5000	Fight Symbol7200	Holy Symbol100,000
Mystic Symbol674,100	Silver Shawl3030	
Groc	er < <stuffed>&gt;</stuffed>	
Chicken40	Beef64	Pork56
Carrot150	Cabbage40	Potato250
Apple40	Strawberry220	Banana190
Tuna240	Mackerel140	Sardines100
Bread20	Dried Seaweed16	
Item	Shop < <houttuynia>&gt;</houttuynia>	
Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
	Holy Bottle80	Dark Bottle20
Rune Bottle3500	Spectacles10	
[MISSABLE ALERT!]		
(Before entering Thor): !Mach Youth Title (Cless)!, !Ishitori Master		
Title (Cless)!	10001 10001 11010 (01000).,	. 151110011 1140001
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xxxxxxxxxxxxxxxxxxxxxxxxxxxx	*****	xxxxxxxxxxxxxxxxxxx

If you're doing the Nancy and Elwin sidequest, you can start to finish it here. See the section below this one, [TOPWS\_NE4], for details.

When you hit the dock, Klarth discusses the next course of action. You'll have to stay at the inn to continue the game. Before that, take some time to explore this huge city.

You'll notice the blue chest being guarded by an annoying crab on the docks. It moves around randomly on a path only one tile wide, so you have to wait for it to move all the way out of the path in order to enter it and get the chest. Unfortunately, there isn't much you can do but stay a few steps away from it and talk to it whenever it moves in the wrong direction. This will stop the crab and make it decide on a new direction. The chest contains a <<Lavendar>>, which isn't worth the frustration in my opinion. Unless you're very patient I would just skip this chest.

If you talk to the Stylish Fellow at the docks, you can sell any Rice you have for <<1000 Gald>>, but only once.

Go to the Adventurer's Guild (on the lower floor of the item shop) and talk to the drunken soldier to buy Ogi: <<Demonic Storm>> for 6000 Gald. It's a combination of Demonic Blade and Autumn Sandstorm. If you talk to Sakuraba (who happens to be one of the game's composers) near the bar, and pay him 1000 Gald, he'll give you a password which will help in a later dungeon. It's seriously just "PASSWORD".

Talk to the Chef in the Grocer for the <<Neapolitan>> recipe.

--[MISSABLE ALERT!]--The Mach Race-----

Talk to the official with a group at the east of town to hear an explanation of the Mach Race. If you win the Mach Race, you can get a title for Cless and some prizes.

The Mach Boy runs insanely fast, but if there's one advantage you have over him, it's that you can move diagonally. Right as the race starts, move up-left to try and gain distance. It might take a few tries, but with enough practice you should be able to get ahead of him and clear the course without getting caught on any NPCs. With some luck, the Mach Boy might get caught on NPCs himself.

For winning, Cless will get the <<Mach Youth>> title. You can also choose between four prizes, but can only win up to three: <<Coral>>, <<Pelt>>, <<? Sword (Fame Face)>>, and <<?Sword (Long Sword)>>. The Coral and Pelt are great valuables that can be sold for lots of Gald. Since Coral sells for the most, I'd get three of them for your prizes. If you take them to Olive Village to the south, you can sell them for 9000 Gald each, for a total of 27,000 Gald. Both ? Swords aren't really worth it, since the Long Sword is so weak and you already have a Fame Face from the previous boss fight.

--Shopping-----

At the item shop, you'll notice that Rune Bottles are finally for sale. Yay! But they're 3500 Gald a piece, so you won't be able to buy them in bulk until later.

For armor, the Breastplate is the best armor for Cless at the time being. Get enough Straw Hats and Silver Cloaks for the rest of the mages who aren't wearing the ones from Demeter's Mansion. You don't need to buy the Long Blue Ribbon for Arche since you'll be finding one in an upcoming dungeon. Once again, you probably won't have enough Gald for the best upgrades until after you go exploring, so don't worry if you don't have enough for the best equipment at this time.

For weapons, just the Ruby Wand for Mint will do, since Cless already got a free Halberd. He'll also be getting yet another free upgrade after the next boss.

As far as accessories go, lots of new things available, with very large price tags. Thief's Mantles and Fight Symbols are now available to buy. Paralysis and Poison Checks nullify their respective status ailments. White Mist decreases the time spent to escape by 30%. Using a Rune Bottle will turn it into a Magic Mist with a 50% decrease. Next is the ridiculously expensive Holy and Mystic Symbols. Holy Symbol regenerates 5% of a characters's max HP at a fixed interval, and Mystic Symbol halves the casting time for mages' spells. Of the two I would only say Mystic Symbol is really worth it, though with the

astronomical price, you will not be able to realistically buy them until later in the game. But once you are able to buy them, they'll pretty much take up one of every mage's accessory slot for the rest of the game. Finally, the much more down-to-earth Silver Shawl for Mint and Arche gives a 30% chance to nullify fire based attacks. If you use a Rune Bottle, they transform into Princess Shawls that give a 50% chance. Well worth the price and they'll be quite helpful for a few later dungeons/bosses.

Also in the accessory shop, a local will explain how selling valuables work. Basically, there are some items like Coral and Pelt that exist for the sole purpose of being sold, and the amount of Gald you can get for them varies on where you sell them. These items are usually either found or dropped by enemies.

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When you're ready to continue, stay at the Inn. Say yes to continue on, and no if you want to prepare more.

Enter the castle, and you'll notice a guard walking around. If you move while they're on screen, you'll get caught and sent back to the entrance. So wait until they're off screen to continue. Once you get past the first guard, go right, and wait until the second is off screen. Then enter the door to the right for an event and a boss battle.

--#080 Jamir-----

HP: 3500 TP: 1500 EXP: 666 Gald: 8753 Attack: 80 Defense: 65 Agility: 60

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Black Onyx

--#010 Arc Knight-----

HP: 4000 TP: 0 EXP: 225 Gald: 1024 Attack: 85 Defense: 50 Agility: 60

Dropped Items: Knight's Saber

-----

Recommended level: 13-15

An easy fight with the right plan. Right at the beginning the two Arc Knights will rush over towards you, while Jamir starts casting her spells. Have Klarth cast Sylph and Mint cast Toy Hammer on her, while Arche casts Cyclone on the knights. Use Thunder Claw or a normal attack-> Tiger Fang combo on the knights to interrupt them and keep them pushed back. Together with Arche's Cyclone, they should go down quick, and it won't be long before Jamir goes down as well.

Jamir drops a Black Onyx, which increases the holder's max HP by 30%. Good for Cless to make him even more of a tank, or for someone with low HP like Arche. You can use a Rune Bottle on it to turn it into a Moon Crystal, which increases TP by 30% instead.

After the battle, some more events. You'll meet Lundrom and recieve the <<Gungnir>> for Cless, and <<Garnet>> Pact Ring and <<Celaeno Fragments>> for Klarth.

You can now explore the castle freely. Enter the sorcery lab on the top floor and make sure to talk to everyone for information on the Spirits. You'll learn that the spirit of fire, Efreet, is in the Cave of the Burning Sands in Freyland. The spirit of water, Undine, is in the Corroded Grotto in the north sea. And the spirit of earth, Gnome, is in the Cave of the Spirits east of Belladam.

The Sorceress in black near the entrance can sell the <<Tractor Beam>> spellbook for 4000 Gald, and the <<Thunder Blade>> spellbook for 12,000 Gald. You'll need at least Tractor Beam to get past one of the next dungeons, so make sure to buy it. The Sorceress in red gives a great explanation of Monster Encyclopedia data, Elemental resistances and weaknesses, and item drops.

On the second floor, you can talk to the sentry walking around to start a sort of mini-sidequest. He'll tell you the beginning of the story of the Spirit of the Moon. You can talk to NPCs later in the game to get the other pieces of the story. No item or anything for doing this, it's just for more backstory.

--[MISSABLE ALERT!]--The Ishitori Game-----

Also on the second floor, you can play a game called Ishitori against an old man for some nice prizes.

Winning is easier said than done without the right plan, however. Here's a great strategy from ZeroHiei on the Gamefaqs boards:

"Always count from 5 and add 4, and make him start first, taking a sum of 4 stones between you two.

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For example
```

1

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5(+4+4+4+4+4) = 25
```

He starts by taking 3
You take 1
21
He takes 2
You take 2
17
He takes 1
You take 3
13
He takes 2
You take 2
9
He takes 3
You take 1
5
He takes 3/2/1
You take 1/2/3

He is forced to take the remaining 1 stone. IF the number is not 5, 9, 13, 17, 21, etc, make sure YOU go first and remove enough stones to make the remainder one if those in the progression. For example, if the starting amount is 27, take 2 to make it 25, and use the above process to win." With that strategy, you can easily score all the prizes. The first time you win, you'll recieve a <<Miracle Gummi>>. The second you'll recieve a <<Mental Ring>> (regenerates TP, good for Cless) and the <<Ishitori Master>> title for Cless. Anyway, to continue, go to the Adventurer's Guild and talk to the bartender to get the <<Permit>> key item. This'll let you enter the Moria Mine, however, you won't be able to get very far in it without the other three summon spirits mentioned in the sorcery lab. This next part of the game is non-linear, so you can get the summon spirits in any order you like. The walkthrough will continue in my personal recommended order, but if you'd like to obtain them in your own order, just skip to the right section of the walkthrough: --If you want to find Gnome-----Cave of the Spirits.....[TOPW COS] --If you want to find Undine-----Corroded Grotto.....[TOPW\_COR] --If you want to find Efreet------Olive Village.....[TOPW\_OLV] Cave of the Burning Sands......[TOPW CBS] --If you want to head to the Moria Mine-----Moria Mine.....[TOPW MOR] x Nancy and Elwin Sidequest (4) (Optional)......[TOPWS NE4] x White Gloves, Cupid Title (Mint) --[MISSABLE ALERT!]------(Until entering Thor): !White Gloves!, !Cupid Title (Mint)!

Now that you've reached Alvanista, you can start the last chain of events for the Nancy and Elwin sidequest.

Talk to them in the Alvanista accessory shop. Contrary to Elwin's wishes, the only way to continue this quest is to go back to Venezia and speak to Elwin's father. Talk to him on the second floor of Leiott and say yes. Then go back to Alvanista and enter the house at the northeast of town. Say yes, and then after the events, go back to Venezia again. Enter Leiott, and talk to Nancy in the room on the right. Then talk to Elwin in the left room and say yes for some more scenes.

You'll get the White Gloves and Cupid title for Mint, and this sidequest will finally be over. The White Gloves are probably the best gloves for Mint, with only 5 less Defense than her best Defense gloves, a huge Luck boost, and protection against Water, Fire, and Light based attacks. It's definitely a worthy prize for all the going back-and-forth.

***************************************	ΚΧΣ
X	Х
x Cave of the Spirits[TOPW_COS]	Х
X	Х
***************************************	ΚΧΧ
Treasure	
Glaive Spellbook	
Enemies	
#054 Green Roper, #055 Clay Idol, #156 Black Bat, #218 Giant Toad	

# 

The spirit of earth, Gnome, is in the Cave of the Spirits east of Belladam. Take the right boat in the Alvanista dock for a one-way trip to Belladam dock (if you didn't get the goodies here earlier in the game, now's a good time to grab them all). Just to the southwest is the Cave of the Spirits. Before you start exploring, make sure you bought the Tractor Beam spell from the sorcery lab in Alvanista Castle, as you'll need it to get past this dungeon.

--Random encounters, strategies-----

You'll encounter the staple bat and frog enemies in this cave, but there's also a new enemy: the Green Ropers. They're only the first of many roper enemies in the game. They can poison and strangle your characters, doing pretty heavy damage. Thankfully they are pretty easy to take care of, either with Arche's spells or Tiger Fang and Autumn Sandstorm. The rest of the enemies are also fairly easy, you know how to take care of them at this point.

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In the entrance room, examine the door in the upper-right corner. It'll want to know the password you got from Sakuraba. Just enter 4, 4, 1, 1, to enter the "PASSWORD" and open the door.

On the next floor, you'll meet a lost Clay Idol boy. He wants you to lead him to where all the other Clay Idols are. Say yes to him and you'll have to guide him to the next floor. It's annoying, but just walk slowly and let him catch up to you without leaving him behind. Lead him down to the next floor.

Here, you'll encounter unfriendly Clay Idols that'll block your way. When you touch them, you'll get into a battle. They only have 1 HP, but the only way to hurt them is with Arche's Tractor Beam spell. To continue, take the door on the left and go up. You'll come across a group of other Clay Idols. The lost boy will rejoin them and they'll run away. Go down the stairs to the right for the next floor.

Here there'll be two doors. The right door just loops around to the same place the left door leads, so just enter the left door. There'll be a save point, and three more doors up above. The left and middle doors are guarded by the Clay Idols, and the right door (to the upper-right) just leads to the right door outside. You can talk to the Clay Idols to fight them, but it'll be useless since they just respawn. Instead, go right from the save point until you see a switch on the wall. Press it to sound an alarm, which will distract the Clay Idols. Ignore the left door, since it's an empty room, and enter the middle door for a boss fight. You'll fight the spirit of earth, Gnome.

--#129 Gnome-----

HP: 3400 TP: 0 EXP: 2222 Gald: 12,345 Attack: 95 Defense: 70 Agility: 30

Elemental Defense: Earth (Absorb More), Wind (Somewhat Weak)

Elemental Attack: Earth

Dropped Items: ?Book (Pin-up Mag)

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Recommended level: 15-17

Can be an annoying boss battle. Gnome has really low HP, but whenever you get near or attack him, he'll become invincible and split into four missiles which bombard the party for a while before becoming one again. So, what's the trick to this battle?

Demonic Blade.

Yes, just keep using Cless's most basic technique, and he won't be able to split apart. The constant barrage of Demonic Blades will push him back and stop him from splitting apart, even if he blocks. Meanwhile, have Arche use Cyclone and Klarth use Sylph, and the battle will be over before you know it. Just make sure to start the battle far away from Gnome for this strategy to work.

After winning, Klarth will be able to summon Gnome. Open the red chest to get the Glaive Spellbook for Arche. It's a nice quick spell if you just want to stunlock a single enemy, but it's not much in the way of damage.

With that, leave the cave and make way to your next destination:

If you want to go find Efreet
Cave of the Burning Sands[TOPW_CBS]
If you want to go find Undine
Corroded Grotto[TOPW_COG]
If you want to go to the Moria Mine
Moria Mine[TOPW_MOR]
<pre>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx</pre>
Treasure
Long Blue Ribbon, Aqua Mantle, Spectacles, Orange Gummi, Charm Bottle, Tuna $\times 2$
Enemies
#088 Sea Slug, #091 Squid, #094 Starfish
Shops
Sailor
Apple Gummi       60       Orange Gummi       200       Mixed Gummi       1000         Panacea Bottle       350       Life Bottle       300       Bread       20         Rice       32       Dried Seaweed       16
***************************************
To reach the Corroded Grotto, take the left boat in Venezia to the solitary island to the north. Once again, you can buy items from the sailor and rest or save in the ship's cabin. In the corner of the dock is a chest with a < <long blue="" ribbon="">&gt; for Arche. Go up to continue on to the next screen. If you go left, you can exit to the world map to save. If you go up, you'll enter the Corroded Grotto proper.</long>
Random encounters, strategies
Some new aquatic enemies in this dungeon. The Squids are big, but are easy to take out with the usual Autumn Sandstorm, Tiger Fang, and Lightning Claw. Starfish are pretty fast, and because of their size, can be hard to hit with a spear up close. Arche's Cyclone and Thunder Blade if you have it will decimate both enemies in either case. Also of note, the Starfish can drop Coral, which is great for getting some extra Gald.

Right away you'll notice a pool of water with some chests in it. You can't get them just yet, so continue on right to the next screen. Follow the path for

some stairs to the next floor. The door to this floor will be locked once you enter, but don't worry about it. Ignore the switch and stairs to the left, and take the door up above. Open the chest for an <<Aqua Mantle>>. You'll notice another locked door with a blue circle on it up above, but just ignore it for now and go back to the previous room. Flip the switch, and you'll hear the sound of water. Take the stairs to the next floor. You'll be back in the pool at the entrance, which is now empty thanks to the switch. Open up the three chests for <<Spectacles>>, <<Orange Gummi>>, and <<Charm Bottle>>. Go down the stairs in the corner. In this room, open up the chest for a <<Rune Bottle>>, and press the switch behind it. Now the locked doors with the blue circles on them will be unlocked.

Backtrack to the room that had the switch to drain the water. Press it again to return the water back to the entrance room. Now go back up into the room that had the Aqua Mantle. You can enter the locked door now.

You'll see two pools, and a path to another area up above. The pool on the right is filled with water, but the one on the left is empty. Take the stairs down into the left pool, and open the chest for some <<Tuna>>. Then take the stairs to another room from inside the pool. You'll come across another switch. Press it, then go back upstairs and take the path to up above to the next screen.

There'll be a save point, and another pool. Take the stairs down into it and then go up to the other side. You'll see two switches; flip the one on the right to drain the water in the right pool from the previous room. Go back to that pool and open up the chest for another <<Tuna>>. Take the stairs inside the pool again to flip another switch. You should hear a noise. Go back up to the screen with two switches and you'll see a hole has appeared in the pool. Make sure to save, since there's a boss fight coming up next. Go up to the other side and this time hit the switch on the left. After a bit of dialogue you'll fight Undine, the spirit of water.

HP: 2500 TP: 0 EXP: 96 Gald: 246 Attack: 200 Defense: 50 Agility: 30

--#091 Squid------

Elemental Attack: Water

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat Weak) Elemental Attack: Water
Dropped Items: Squid, Octopus
Recommended level: 17-21
Equip everyone with Aqua Mantles, or at the least Cless (you can make more Aqua Mantles by using Rune Bottles on Leather Mantles). They'll give a 30% chance to nullify water, which every enemy in this fight has as their attack element. Also put the Aquamarine Pact Ring on Klarth for half water damage and the White Gloves on Mint if you have them for even more protection.
Another battle where the party is surrounded. Have Arche use Cyclone or Thunder Blade on the group on the right, while you go after the squid and slug on the left (Use a Flare Bottle, and Concentration if you have it to help things go faster). Have Klarth use Sylph, Gnome, or Efreet to interrupt Undine depending on what you have, and Mint can help out with Deep Mist, Toy Hammer, and/or Acid Rain as well. It's important to keep Undine interrupted, because besides spells she also has a powerful slash attack which can travel a great distance.
Once the group on the left is gone, you can easily take care of the weaker monsters on the right with Arche's spells. After all the enemies are gone, Undine will be easy to corner just like the Demeter battle.
*************************
After the battle, Klarth can summon Undine. Flip the switch and leave the Corroded Grotto for your next destination:
If you want to go find Gnome
Cave of the Spirits[TOPW_COS]
If you want to go find Efreet
Olive Village[TOPW_OLV]
Cave of the Burning Sands[TOPW_CBS]
Cave of the Burning Sands
If you want to go to the Moria Mine  Moria Mine
If you want to go to the Moria Mine  Moria Mine

--Treasure-----

2600 Gald, Poware Recipe, ?Cloth (Mithril Mesh) (55,000 Gald)\*, Pretty Mittens\* (50,000 Gald), Mithril Plate\*, ?Sword (Moon Falx) (60,000 Gald)\*

\*Become unavailable if you enter the hidden passage in the item shop

--Enemies-----

(Freyland region World Map): #070 Sidewinder, #109 Desert King, #110 Desert Fly, #132 Basilisk, #216 Giant Scorpion

--Shops-----

## Equipment Shop <<Garlic>>

Verdun	Colichemarde1400	Fine Saber700
Walloon Sword1600	Crescent Axe1800	Bardiche2980
Corcesca2400	Halberd4000	Gem Rod600
Ruby Wand1240	Splint Mail1900	Breastplate3600
Amber Cloak620	Silver Cloak2500	Kite Shield600
Fight Shield1150	Iron Sallet840	Armet Helm1320
Ankh Beret800	Straw Hat1420	Long Blue Ribbon840
Iron Gloves600	Gauntlets1200	Kitchen Mittens300
Deck Brush600		

# Accessory Shop <<Tenderloin>>

Heavy Boots1040	Leather Mantle100	Thief's Mantle2000
Talisman2000	Paralysis Check27,200	Poison Check6200
Rabbit's Foot200	White Mist5000	Fight Symbol7200
Holy Symbol100,000	Mystic Symbol674,100	Silver Shawl3030

## Grocer <<Sirloin>>

Chicken40	Beef64	Pork56
Egg20	Bread20	Rice32
Spice240	Pasta60	Milk30
Cheese40	Carrot150	Potato250
Onion210	Apple40	Pineapple430

# Item Shop <<Yago>>

Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
Liqueur Bottle60	Holy Bottle80	Dark Bottle20
Spectacles10		

## spectacies.....

# 

To find Efreet, you'll have to head to the Cave of Burning Sands in Freyland. To reach the Freyland continent, go southeast of Alvanista until you reach a dock. If you talk to the traveler with a straw hat there, he'll tell you the second part of the Story of the Spirit of the Moon. Afterwards, take the ferry to Freyland. Once you're on the Freyland side of the dock, talk to the sailor on the bow of the ship to get yet another piece of the story. Then leave and head east to reach Olive.

There's nothing much to do in the village right now other than hit up the shops before heading to the Cave. Open the bag inbetween the Item shop and house for <<2600 Gald>>. Talk to the Chef inside the Grocer to get the

<<Poware>> recipe. Lastly, talk to one of the customers in the Grocer for another part of the Story of the Spirit of the Moon.

--Shopping-----

There really isn't that much new in the shops. All the weapons and armor are the same as the stuff in Venezia and Alvanista, except for the Deck Brush for Arche. As far as accessories, the only thing new is the Attack Symbol, which increases your critical hit chance. The effect really isn't worth the price in my opinion. Also, buy two Silver Shawls for Mint and Arche if you haven't already. Change them into Princess Shawls with Rune Bottles if possible. They'll help a lot for the next dungeon and boss.

--Game-Breaking Goodies in the Item Shop Storeroom-----

If you examine the wall near the door in the item shop here, you can find a hidden passage to the shop's storeroom:

http://tinyurl.com/yzrwx3n

Go through it and press confirm to move the woman out of the way. Behind the counter and below you you'll see four blue chests. They contain very good weapons and armor that you aren't supposed to have until much later in the game, and needless to say make the game quite a bit easier. However, if you open any of them up and try to leave with them, you'll be forced to pay a huge sum of money or have them taken away from you. Using Charm Bottles or Miracle Charms won't lower the prices either. Contrary to what the shopkeeper says, you will be able to get all of these items later in the game, so don't feel bad if you don't have enough money to get them. You can get by perfectly fine without them, but if you do want to get some of them, you'll either have to get them now or wait until later, as just entering the secret passage will close off the area for the rest of the game.

If you really want to buy these items, look through your inventory and see what things you can sell for a good price. If you've followed this walkthrough so far, Black Onyx (10,600), Mental Ring (16,000), and Liber Ivonis (26,000) are items you'd have to sell that'd guarantee at least one of these items. Any Coral you might have from the Mach Race or from the starfish in the Corroded Grotto will sell for about 9000 Gald each in Olive as well.

Regardless of what you decide, this walkthrough will assume you didn't buy any of these items. If you did buy any of them, then feel free to use them over whatever is suggested if they are better.

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After you're done, head east to the Cave of Burning Sands to find Efreet.

 --Treasure-----

Charm Bottle, Talisman, Resist Ring, Sorcerer's Ring, Savory, ?Axe (Strike Axe), Fight Symbol, Orange Gummi, 1000 Gald, Mixed Gummi, Magma Key, Eruption Spellbook

--Enemies-----

#005 Azar, #026 Will-o-Wisp, #119 Dragon Knight, #140 Burning Dead

--Random encounters, strategies-----

Most of the enemies here are weak to water, so equip the Fame Face on Cless for quicker encounters. They also have fire as their attack element, so equip Princess Shawls on Mint and Arche, Flare Mantles on Cless and Klarth, and the Ruby Pact Ring on Klarth to reduce the damage.

The Azars are a new enemy; they can cast dangerous magic, but are weak to water. The Fame Face and Klarth's Undine if you have it will take them out fast. They drop Rune Bottles, and Pickle Stones, which nullify Tractor Beam. Another new enemy, Dragon Knights, are a bit tougher. They're very fast and like to run through the party, interrupting casters and being a general pain. But they're also weak to water, as well as lightning, making Arche's Thunder Blade effective if you have it. The Will-o-Wisps are just your standard flying enemy with nothing noteable.

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If you go north through the door you'll see a save point and a locked door. Head left for a chest with a <<Charm Bottle>>. You'll see a switch on the wall above you that you can't reach, but just ignore it for now. Ignore the locked door to the left, and go right to another screen. Go up from the stairs for a chest with <<Spectacles>>, then go down the stairs to the next floor.

Go down for two chests with a <<Talisman>> and a <<Resist Ring>>. Resist Ring is the elemental version of Protect Ring, with a 10% chance to nullify elemental attacks. You can use a Rune Bottle to turn it into a Reflect Ring with a 20% chance.

If you go to to the upper-left, you'll find a chest with the <<Sorcerer's Ring>>. It shoots fire with the Square button, and you'll need it to solve puzzlesin dungeons from here on out. You'll have to have it equipped on someone to use however, so just put it on Mint, Klarth, or Arche.

Backtrack to the entrance room, and head for the locked door on the left side. Walk on the fallen column to shoot the switch on the wall with the Sorcerer's Ring to unlock the door.

Inside you'll find three chests above with <<Savory>>, <<?Axe (Strike Axe)>>, and a <<Fight Symbol>>. Strike Axe is a weak lightning-elemental axe that can be sold for a generous sum of Gald. Down below you'll find a chest with an <<Orange Gummi>> and the stairs to the next floor.

Go down and through the door, and it'll lock behind you. If you go up, you'll find three more chests with <<1000 Gald>>, <<Mixed Gummi>>, and the <<Magma Key>> key item. Go down to the next screen, and you'll be back in the room

where you found the Sorcerer's Ring. Backtrack to the entrance room, and go left from the save point to that first switch. Shoot it with the Sorcerer's Ring and go through the now unlocked door to the north.

You'll find another locked door, but thanks to the Magma Key you can open it. Press circle to open it and go on through. In this area, you have to shoot down the columns in order to build a bridge across the lava. Shoot the column on the right. Then shoot the column on the left, the column on the right, and the column on the right again to complete the bridge. You may want to save before crossing over to the other side, since there's a boss battle coming up. When you reach the other side, some dialogue and then you'll fight Efreet, the spirit of fire.

--#015 Efreet-----

HP: 5500 TP: 2000 EXP: 2525 Gald: 6543 Attack: 250 Defense: 85 Agility: 60

Elemental Defense: Water (Somewhat Weak), Fire (Absorb More), Wind (Absorb

Half)

Elemental Attack: Fire

Dropped Items: Flare Mantle

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Recommended level: 17-21

A very easy battle, especially if you got Undine first. Efreet is basically a bigger version of the Azar enemy, but since he comes alone he's quite easy to subdue.

Just use a Flare Bottle on Cless with the Fame Face, and go to town with a Tiger Fang-> Demonic Fangs or any other Ogi combo while Klarth casts Undine or Gnome depending on what you have. Arche should cast Glaive, Ice Tornado, or Thunder Blade if you have it. He absorbs wind, so Sylph and Cyclone are a no-go for this battle, but he should go down very fast even without them.

To make this battle impossible to lose, equip two Princess Shawls on Arche and/or Mint. They'll completely nullify fire-based damage, which all of Efreet's attacks are.

After winning, Klarth can now summon Efreet. Probably his best summon so far, it does great damage, especially against a single target. Against multiple foes, it'll hit them randomly, but the damage is still good. Open up the chest for the <<Eruption>> spellbook for Arche. It's a very nice fire-elemental group spell.

Leave the Cave of the Burning Sands and make way to your next destination:

--If you want to find Gnome-----

Cave of the Spirits[TOPW_COS]
If you want to find Undine
Corroded Grotto[TOPW_COR]
If you want to go to the Moria Mine
Moria Mine[TOPW_MOR]
**************************************
x Moria Mine
x ************************************
Treasure
Orange Gummi, Apple Gummi x2, Lavendar, Protect Ring, Beef, 2000 Gald, Rune Bottle x3, Technical Ring, Lemon Gummi, Incense x2, Mystic Broom, Combo Counter, Turqoise Pact Ring, Broken Rings, 6000 Gald, Black Onyx, Verbena, ?Cloth (Mythril Mesh) x2, Hourlgass, Elixir, ?Rod (Rune Staff)
Enemies
#023 Vampire Bat, #036 Ochre Jelly, #171 Belladonna
(Floor 4+): #061 Caveman
(Floor 6+): #035 Ogre
(Floor 7+): #027 Winged Devil
(Floor 8+): #062 Gazer Hound (Floor 9+): #060 Cave Spider, #174 Hell Master

## 

Once you've gotten the Permit from the Alvanista Adventurer's Guild and collected the other three summon spirits, go southeast of Alvanista until you reach the port to Freyland. Just north is the entrance to the Moria Mine. Make sure you have your Rope and Pickaxe still, as you'll need them for this dungeon. If not, you can rebuy them from Venezia or Alvanista.

--Random encounters, strategies-----

Most of the enemies here are weak to fire or wind making them easy pickings with Cyclone, Eruption, and Efreet. The Ochre Jellies are weak to fire, and can go out with one Eruption. The Belladonas can drain your HP but are generally harmless. Vampire Bats can put you to sleep with their attacks, so just guard against them to prevent that.

On later floors you'll encounter Cavemen, Ogres, and Gazehounds, which are weak to wind and go down in 1-2 Cyclones. Hell Masters make their re-appearance on floor nine but now you can mop the floor with them; they happen to drop a nice amount of Gald. Cave Spiders are weak to fire and wind, giving you a choice in what to kill them with.

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When you enter, a guard will try to stop you unless you have the Permit. In the lower-left corner is a chest with an <<Orange Gummi>>. In the center is some stairs leading down to the fourth floor, but the doorway is locked. Ignore it for now and flip the switch in the upper-left corner. Then take the path in the upper-right corner to the next screen. Go through the door and down the stairs to the second floor.

Step on the "!" switch to the right to open the door. Open up the chest for an <<Apple Gummi>>, and another one behind the sign for a <<Lavendar>>. If you read the sign, it says "The passage to the next floor is just above the entrance to this one". This basically means that the way to the third floor is to the right (above the entrance to the second floor). So just ignore the right path for now and go to the left. Move the statue in the upper-left onto the "?" switch, and go through the door. Open up the chests with <<Protect Ring>>, <<Beef>>, and <<2000 Gald>>, and then flip the lever on the wall. Now go back and go right, and down the stairs to the next floor.

To your left, you'll see a panel with the word OFF and a door with two switches in front of it. If you try to to go through, you'll step on the switches, closing the door. To solve this, go right and then up and step on the panel that says "ON". You'll now be floating and can go through the door. Go through it and go up for another OFF panel so you can stop floating. Then go to the right and step on the left! switch to open up another door. Make your way to the right, and in the next screen, move the statue off of the switch it's on to unlock the door below. Go down, and the door will close behind you, but the door in the lower-right corner will be unlocked. Go through it and take the stairs down to the next floor.

On the fourth floor, you'll find an adventurer to the upper-left who can't remember where the secret passage is. Go back and examine the torch on the wall that isn't lit twice. It's really a lever you can press to open up the secret passage.

Ignore the two switches and go through the door to the right. You'll find another adventurer who's sure there's something in the room. Step on one of the two switches and wait for them to step on the other one to make a chest with a <<Rune Bottle>> appear. Now go back out and step on the left! switch to open up the left door.

You'll be on the other side of the area you couldn't reach from the entrance. Read the sign for the clue "Up Up Down Down Left Right Left Right". Go to the left, and step on the four switches in that order to open the door to the sealed off area in the last room. There'll be a save point, a ! switch, and a lever. Step on the ! switch to open up the door in the room with the four switches. Pull the lever to open up the way back to the entrance. You can now go out and restock on supplies if need be. The stairs below leading down to the ninth floor lead to another locked door, so instead backtrack to the room with the four switches. Move the statue through the door and onto a ? switch to open the door to the right. Go through it and down the stairs to the next floor.

Starting from the fifth floor, it will be dark, and you can only see in a circle around yourself. Up above is the door to the next floor (leading down), but it's locked. To the upper-right and lower-right are two paths, but they lead to the same screen. Take one of them right to the next screen, and in the upper right corner of this room is another door you can open with a ! switch. Go through it, and after a short dialogue, shoot the switch on the wall with the Sorcerer's Ring. Then go back through the previously locked door and take the stairs down to the next floor.

--The Technical Ring and Manual Mode-----

Go through the door. On the next screen, you'll be at a three way intersection. Ignore the paths with the spikes, and go up. Go left and open up the blue chest with the <<Technical Ring>>. This is a very important accessory! With it, you can chance your control mode to Manual.

With Manual mode, you can dash, jump, and attack whenever you want, without the restraints of Semi-Auto mode. For example, you can now dash past groups of enemies instead of using moves like Lightning Claw or Burning Phoenix to get behind them. You can also use a jumping attack on the spot, and if you get a single enemy cornered, you can pretty much trap them until they die by jumping and attacking over and over. It also makes mastering abilities much faster, as you can just go onto one side of the battlefield and spam your skills without the risk of killing enemies. The only real drawback is that Cless only has one other accessory slot for the entire game if you use it, but it's a small price to pay in my opinion. It takes some getting used to, but the amount of freedom Manual mode offers gives you superior control compared to Semi-Auto mode. Definitely at least try it.

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Anyway, continue to the right, and go down to reach the area across the spikes. Go right to the next area. You'll see a door leading up and a chest to the right behind a magic circle. If you try to get the chest, the circle will transport you back to the left path with the spikes in the last room. Go up through the door, and you'll see three statues. Moving one of them off the switches they're on will lock the door behind you. Move the statue on the right to reveal a lever. Pull the lever to make a new path leading behind the chest. Open it up for a <<Lemon Gummi>>, then make sure to put the statue you moved back on the switch to open the door. Go out, and head down past the spikes for the stairs to the next floor.

On the seventh floor, there'll be a save point and another empty torch. Shoot it with the Sorcerer's Ring to reveal a magic circle that'll teleport you to the next floor.

Right from where you teleport, you'll see a chest just above you. But don't try to get it, or you'll be teleported back to where you came from. The sign on the right says "the treasure lies on the path less traveled", so as it suggests you'll have to go the long way around to reach the treasure. Go right, up, and around to reach the chest with another <<Lemon Gummi>>. Then go down and you'll be transported back to the save point. Take the magic circle again, and this time, you'll see a chest right below where you teleport. Ignore it again and go right, down, and around to reach the chest with <<Incense>>. This is another salable valuable like the Coral and Pelt. Go up and you'll be transported back again; take the magic circle to teleport yet again. This time you'll see a chest to your left. That's right, ignore it and go up, left and around to reach the chest with a <<Mystic Broom>> for Arche. Go right to return, and this time when you take the magic circle you'll be in a room with five candles. Shoot both sides of all five candles with the Sorcerer's Ring to open the door up above. Go through it to the next screen.

In this next room, go up and then follow the path to the next area. Go down and use your Pickaxe to remove the wall. Then use the Sorcerer's Ring to light up the candle to the left. Take the stairs below to go down to the next floor.

You'll see another candle. Try to shoot it with the Sorcerer's Ring, and you'll get a funny little scene. Go up to it and examine it to press a switch to open up the door to the north.

Behind the door, you'll see a ! switch and a long path of spikes. Step on the switch and then go back to the previous room for an ON switch so you can float over the path with the spikes unharmed. Along the path will be a spikeless detour that leads to a chest with another <<Incense>>. Once you get to the end there'll be an OFF switch and the path to the next area.

Take the stairs right below you for two chests with a <<Rune Bottle>> and <<Apple Gummi>>. Then go back up and take the path to the left. Eventually you'll reach the door to the next area.

Finally you'll be on the ninth floor. Ignore the locked door to the tenth floor above you, and take the path to the right until you reach a door and a ! switch. Step on the switch and go up through the door. Keep going up to another screen. You'll be in an area with spikes above you and a path to the right. Take the right path until you reach a small room with a blue chest containing the <<Combo Counter>>, and a switch to step on under the chest.

-- The Combo Counter and Combo EXP-----

With the Combo Counter item, you can turn on the Combo Counter in the Customize menu to count your max hits in battle. You get rewarded bonus EXP the greater your max hit combo is in battle. With the right combinations of skills, it's possible to exploit this by racking up huge combos for tons of EXP. See psylense's Combo FAQ for more information on combos:

http://www.gamefaqs.com/console/psx/file/562854/57030

\_\_\_\_\_

With the switch under the Combo Counter pressed, the way to the tenth floor is unlocked, but pillars of flame have now appeared to get in the way. There isn't much you can do but walk through them and take a little bit of damage. You can press the lever on the wall near the entrance to the ninth floor to extinquish the flames, though this only really helps if you're coming from the other way.

Before continuing on to the tenth floor, you might want to take a left before the path to the Combo Counter to reach a lever. Flip it to fully unlock the passage from the entrance. It wouldn't hurt to go outside to rest and restock again, since there's a boss battle coming up.

When you're ready to move on, go down the stairs to the tenth floor. There'll be a save point and a blue chest with the <<Turqoise>> Pact Ring for Klarth. It increases his max TP, very nice. The sign says this floor is a dead end, but that's obviously not true. Flip the two levers on the wall to make two magic circles appear.

If you take the one on the right, you'll be in a room with a stone tablet. It gives a clue on how to summon the Four Spirits somewhere. Go back and take the magic circle on the left. You'll be in an area with four rooms, so this must be the place to summon the spirits. Summon Efreet to the north, Gnome to the south, Undine to the west, and Sylph to the east. You'll hear a voice telling you to return to the stone slab. Go back and save, then when you're ready, take the magic circle on the right. Approach the slab for an event and a boss fight. You'll fight Maxwell, the spirit of molecules.

--#186 Maxwell-----

HP: 7500 TP: 400 EXP: 3333 Gald: 22,222 Attack: 250 Defense: 100 Agility: 10

Elemental Defense: Non-Elemental (Absorb More), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Heavy Stone

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Recommended level: 21-24

Maxwell's difficulty mainly depends on how well you can keep him from attacking the party. Maxwell can use spells like Thunder Blade and likes to run through the party (similar to the Lizardmen, only much more painful). He also has a chance of Nullifying practically anything you use on him, an annoying trait major bosses will retain throughout the game.

Use a Flare Bottle and Concentration on Cless, and use Thunder Claw, Burning Phoenix, or Tiger Fang-> Demonic Fangs to push him back. Arche should use Cyclone, Klarth should use Efreet, and Mint should help with Toy Hammer, the same as usual. Despite his annoying Nullification, he doesn't have much more HP than previous bosses so this shouldn't be a long battle if Arche and Klarth can successfully cast their spells.

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After the battle Klarth will be able to summon Maxwell, and the Gungnir will get upgraded. Maxwell doesn't hit as many times as Efreet, but does more damage per hit and is Non-Elemental. Unfortunately the way the molecules hit is a bit random. I would use Maxwell on bigger enemies and Efreet on smaller/single enemies or enemies weak to fire.

Anyway, continue up to the treasure vault. Some more dialogue and you'll get the <<Broken Rings>> key item. Open up all the chests for <<Rune Bottle>>, <<6000 Gald>>, <<Black Onyx>>, <<Verbena>>, <<?Cloth (Mithril Mesh)>>, <<Rod (Rune Staff)>>. Very nice treasures! The second Black Onyx will make a great complement to Cless or one of the mages, or you could even use 2 on the same character for a 60% HP increase! Mithril Mesh is a great armor for anyone that increases your resistance to Light based attacks. Finally the Rune Staff is a good upgrade for Mint.

Now that this dungeon is finally over with, head back to Alvanista to enquire about the broken rings.

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X	Х
x Kingdom of Alvanista (2) and Edward's Mansion[TOPW_AL2]	Х
X	Х
***************************************	ΧX
Treasure	

Letter of Introduction, Ogi: Phoenix Storm\*

\*

If you talk to the bartender in the Adventurer's Guild, you can hear Sakuraba play a piano solo.

Anyway, to continue with the story, go back to the sorcery lab in Alvanista castle, and talk to Lundgrom. You'll get the <<Letter of Introduction>> key item. Your next stop is to go southwest of Alvanista, across the bridge. A little bit to the east is Edward's mansion.

Go up to the door and examine it to knock on it. You'll have a conversation with Edward's wife, Sif. It looks like Edward's headed towards Freyland.

Before heading off there though, go southeast from Edward's Mansion to reach a tent with two travelers. Talk to the swordswoman to recieve the Ogi: <<Phoenix Storm>>. It's a combination of Rising Phoenix and Autumn Sandstorm. When you're ready, take the ferry south of the Moria Mine to go to Freyland, and head to Olive Village.

Rune Bottle, Life Bottle, Liqueur Bottle, Fruit Juice Recipe, Flare Mantle

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Right when you enter, some dialogue. Looks like you just missed Edward. Now it's time to have a wild goose chase across the desert to find him.

Head to the southeast oasis from Olive Village. Open up the two chests for a <<Rune Bottle>> and <<Life Bottle>>. Talk to the traveler to find out Edward's headed to the north oasis.

Head there, and open up the chest for a <<Liqueur Bottle>>. Talk to the Chef to get the <<Fruit Juice>> recipe. Then talk to the old man in the lower right corner to find out Edward went to the even further north oasis.

Once there, open up a chest right at the entrance for a <<Flare Mantle>>. Talk to the youth to find out Edward went back to Olive Village. You'll be warped back to the village to find out Edward went into the inn. Have a talk with the innkeeper to find out Edward needs some Basilisk scales.

This next part of the game can be a bit annoying and time consuming, depending on your luck. Basically what you have to do is fight random encounters in the Freyland desert until you fight Basilisks, since they drop Basilisk Scales. You need to collect five of the scales and then return to the inn. It sounds simple, but the Basilisks are a somewhat uncommon encounter, and the Basilisk Scales aren't guaranteed to drop, so if you're unlucky this can take awhile. There's not much you can do but use a Dark Bottle and run around in a circle to look for random encounters. Run from any non-Basilisk encounters to save time, and if you run into a Basilisk, make sure to use a Liqueur Bottle on someone to prevent petrification (if everyone gets petrified, it's game over). Undine and Cyclone will make short work of the Basilisks.

Once you've collected five Basilisk Scales, return to the Olive Village inn and accept the innkeeper's offer to stay the night. Afterwards, more events, and you'll have to return to Alvanista.

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x Kingdom of Alvanista (3)[TOPW_AL3]	Х
X	Х
***************************************	ХХ
Treasure	
Emblem	

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Go to the sorcery lab and talk to Lundgrom. It'll take him a day to get permission for you to enter the Ymir Forest, so rest at the inn to move on. Return to Lundgrom and you'll get the <<Emblem>> key item.

Since Half-Elves aren't allowed in Ymir, Arche will leave the party so you can enter it. When you leave the castle, she'll go wait at the inn and you'll have the option of changing her equipment. Now, take the east bridge from Alvanista and head southwest to reach the Ymir Forest.

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X X
x Ymir, Forest of Mirror Water[TOPW_YMR] >
X X
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Treasure
Ogi: Roaring Kick (12,000 Gald)*, Mixed Gummi, Sage, Lavendar x3
*Tent SW of port to Freyland
Enemies
(Ymir region World Map): #022 Vulture, #144 Peep Peep, #225 Giant Wasp
(Ymir Forest): #120 Dragonfly, #185 Mighty Oak, #197 Lizard, #225 Giant Wasp

Before entering Ymir, check out the tent far to the east of it. To be more specific, it's southwest of the port that takes you to Freyland. You can buy the Ogi: <<Roaring Kick>> from the traveler there for 12,000 Gald. It's a combination of Swallow Kick and Roaring Lion, which Cless learns at level 37, so you probably won't be able to use it for awhile.

Just east of the Ymir Forest is another group of traveling performers. They mimic certain characters in the game for some funny skits. Unfortunately the humor is a bit lost in translation unless you understand Japanese.

As soon as you enter Ymir, the guard will try to stop you unless you have the Emblem from Lundgrom. Once you show it to him, he'll let you pass.

--Random encounters, enemies-----

The enemies here are fairly easy, they're all weak to fire so Efreet will really rip through them. Rising Phoenix is a great skill for the swarms of Dragonflies and Giant Wasps. The Mighty Oaks drop a noticeably larger sum of EXP and Gald compared to past encounters, which definitely help with the increasingly expensive equipment.

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This first area is a whole bunch of boardwalks that lead to dead ends, except the path to the next area. There's no treasure here, so just take the first bridge to the right, the first path up, the next path up, and then the path on the left to go to the next area.

There'll be a save point and two paths. Take the one on the right to a new area. Open up the chest on the right for a <<Mixed Gummi>>, then take the path below. At the end will be a chest with a <<Sage>>. Backtrack to the area with the save point, and take the path on the left this time.

Follow the path, and take the first left you see. Open up the chest behind the tree for a <<Lavendar>>. Keep going, and take the path on the left for another chest with a <<Lavendar>>. Go back and take the path down for a chest with yet another <<Lavender>>. Finally take the path up to enter the Elven Village.

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x Elven Village		
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Shops		
Name	eless Grocer	
Apple40	Lemon160	Strawberry220
Banana190	Pineapple430	Melon3000
Grapes250	Carrot150	Cabbage40
Cucumber90	Tomato190	Milk30
Cheese40		
Name	eless Item Shop	
Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
Liqueur Bottle60	Holy Bottle80	Rune Bottle3500
Spectacles10		
Name	eless Accessory Shop	
Heavy Boots1040	Leather Mantle100	Thief's Mantle2000
Talisman2000	Paralysis Check27,200	Poison Check6200
Rabbit's Foot200	White Mist5000	Fight Symbol7200
Attack Symbol10,000	Holy Symbol100,000	Mystic Symbol674,100

As soon as you enter, some dialogue, and you'll meet Brambard. To continue,

Silver Shawl.....3030

meet him at the northern exit of the village.
Shopping
Nothing much new in the shops. With all the Gald from the Mighty Oaks in Ymir, you probably have enough money to buy Rune Bottles in bulk now. I recommend buying and using them on any herbs that you have, and feeding them to Cless. The red herbs will definitely give him a good boost to his stats.
As well, make sure to sell any Incense you might have from the Moria Mine here, as they sell for almost 14,000 (!) apiece.
Whatever you decide to do, make sure to take care of all your shopping now since the Elven Village will be unavailable for the rest of Part 2 after clearing the next dungeon.
Once you talk to Brambard, you'll go north to the next dungeon, the Treant Forest.
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Treasure
Spectacles x2, Carrot, Life Bottle x2, Black Onyx, Holy Symbol, Apple Gummi x3, Savory, Stun Charm x2, Charm Bottle, Hourglass, Moon Crystal, Pickle Stone, Fight Symbol, Orange Gummi, Holy Bottle, Savory, Dark Bottle, Mixed Gummi, Liqueur Bottle, Resist Ring x3, Chicken, Thief's Mantle x2, Rune Bottle, Protect Ring x2, Elixir, Rebirth Doll, Stone Check, Topaz Pact Ring, Moonstone Pact Ring, Elven Boots
Enemies
#030 Wolfsbane, #120 Dragonfly, #151 Bushwacker, #152 Brown Bear, #185 Mighty Oak
***************************************
This next dungeon is quite labyrinthine; it's all too easy to get lost. Branbard says that "the creatures of the forest will be your guides", which means you should follow the bushbabies if you just want to reach the slate. However, there's a lot of out-of-the way treasure in the forest that can get you confused if you try to obtain all of it. Make sure to follow the directions very carefully to get all the treasure and reach your destination.
Random encounters, strategies
The enemies are pretty much the same as Ymir Forest, except now there are Bushwackers, Brown Bears, and Wolfsbanes. All of them have pretty low HP, and aren't particularly threatening. Wolfbanes drop Cordyceps which is another nice salable item.

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From the entrance screen with the save point, go up. Go left for a chest with <<Spectacles>>, then go back and go up. Go left for a <<Carrot>>, then go back and go up again.

This screen has three paths to the left, right, and above. Open up the chest with a <<Life Bottle>> in the lower right corner, and take the left path. Go left again to the next screen.

Open up the two chests in the upper right for a <<Black Onyx>> and <<Holy Symbol>>. This screen has three paths up above, to the left, and down below. The left and down paths lead to the same screen. Take one of them there, and open up the sacks for an <<Apple Gummi>> and <<Savory>>. Check the trees on the left side of the screen, there's a chest with a <<Stun Charm>> hidden in the scenery. It halves the amount of time you spend dizzy when you get stunned:

http://tinyurl.com/yfay68v

Anyway, there are two paths heading up and down on this screen. Take the lower path for a chest with a <<Charm Bottle>>. Take the upper path, and then go left for a chest with a <<Hourglass>>. Go back and go up, and check the left side of the screen under the trees for a <<Moon Crystal>>. Continue up for a chest with a <<Pickle Stone>>. Now go back down, down, and right. You'll be back at the screen that had the hidden chest with a Stun Charm. Take the path up this time.

This screen has two paths heading right, and one heading up. Open up the two chests near where you entered for an <<Apple Gummi>> and <<Fight Symbol>>. Check the upper-left for a chest with an <<Orange Gummi>>, then take the path up for a chest with a <<Holy Bottle>>. Go back and take the lower path to the right, as the upper path is a dead end. Then go two screens up for a chest with an <<Apple Gummi>>. Now go back down three screens. You'll be back at the screen that had a chest with a Life Bottle, coming from the upper path. Take the path to the right to continue.

This new screen has three paths heading up, down, and to the right. Take the lower path for a sack with <<Verbena>>. Go back and head right.

There's three paths heading to the right, down, and above, but ignore the ones heading up and right. Open up the chests in the upper-left and lower-right for <<Stun Charm>>, <<Savory>>, and <<Dark Bottle>>, then head down.

One path heading down, two paths heading right. Open up the chests for <<Spectacles>> and <<Mixed Gummi>>, and head down for a chest with a <<Life Bottle>>. Go back and head through the lower path right, and take a right again for a <<Liqueur Bottle>> and <<Resist Ring>>, somewhat hidden by the scenery:

http://tinyurl.com/yjp4nck

Go back and head through the upper path right for <<Chicken>>, <<Thief's Mantle>>, and <<Rune Bottle>>. Go all the way back left, up, left, and up to continue.

Now there'll be two paths to the right, and one up above. Ignore the one to the leading up (a dead end), and take the upper-right path. Go right twice. Open up the three chests in the lower-right corner for a <<Pre>rotect Ring>>, <<Resist Ring>>, and <<Thief's Mantle>> hidden by the scenery:

http://tinyurl.com/ykmsleu

Three paths up, down, and right. Take the upper path for a chest with an

<<Elixir>>. Go back and go right, then go down for a chest with a <<Rebirth Doll>>. Go back up and left, then go down twice.

One path down, two paths to the right again. Open up the chest with a <<Stone Check>>, and take the upper path right and then right again for a chest with a <<Protect Ring>>. Now, go back and take the lower path right. Go right again and you'll finally reach the end!

Use the save point and open up the chest to the right for another <<Resist Ring>>, somewhat hidden:

http://tinyurl.com/yhxccp5

Head up for a scene with Brambard. The Broken Rings will be fixed, and you'll get the <<Topaz>> and <<Moonstone>> Pact Rings. Also, check behind the stone slab for a chest with some <<Elven Boots>>. The Topaz Pact Ring halves light damage, and the Moonstone Pact Ring raises Klarth's max HP.

Now you have to walk all the way out of the forest...pretty fun stuff, right? To get out, from the stone slab screen, head left, left, up, up, left, left, left, down, left, down, down, and you'll be back in the Elven Village.

When you return, an event and Arche will rejoin the party. You won't be able to re-enter the Elven Village for the time being, but there's no need to. Your next destination is the Tower of the Zodiac, inbetween Freyland and Midgard.

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X	X

--Treasure------

Ogi: Demonic Strike\*, Cthaat Aquadingen, Spectacles, Basilisk Scale x2, Sage, Apple Gummi, Bread, Holy Symbol, Protect Ring, Beef, Orange Gummi, Charm Bottle, Panacea Bottle

--Enemies-----

(Midgard region World Map): #022 Vulture, #077 Jackal, #081 Shaman, #181 Boggle, #208 Red Roper

(Tower of the Zodiac): #001 Iron Golem, #076 Shade, #106 Depraved Monk, #194 Medium

# 

Take the ferry to Freyland, and head to the oasis on the northern part of the continent. From there, head northwest across the bridges to reach the Midgard Continent. To the north, up against some mountains, is the Tower of the Zodiac. Before entering the tower however, go southwest a bit to find a tent. Talk to the swordsman there to recieve the Ogi: <<Demonic Strike>>. It's a combination of Demonic Blade and Shining Strike, which Cless learns at level 45 (so definitely not going to be able to use for a while).

In the Tower of the Zodiac, your objective is to search for statues that play different songs, and try to play the right song to open the door to the next floor. Each floor has pretty much the same layout, you come up from the stairs

on the bottom, and there are three paths to the left, right, and below, with lots of doors to search through.

--Random encounters, strategies-----

A few new enemies here. Two humanoid spellcasters, the Mediums and Depraved Monks. They're tame alone, but can be a threat if you don't prevent them from casting, using spells like Cyclone and Eruption. Iron Golems act as tanks to prevent you from approaching the spellcasters, but you can run past them or use Burning Phoenix to get over them. Shades are just Wraith copies, and they still drop Rune Bottles, so they're good for farming those. So long as you keep the casters at bay, everything here still goes down in a few Cyclones.

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From the first floor, take the stairs up to the second. Examine the slab for a clue, "A brave song is sung by one not human." Go down through the lower path, and from left to right the doors contain chests with <<Cthaat Aquadingen> for Klarth, <<Spectacles>>, <<Basilisk Scale>>, <<Sage>>, and <<Apple Gummi>>. On the right path, from left to right are two statues with "Arche" and "Dark Cave". On the left path, from right to left are statues with "Mystic Forest" and "Open Fire". You'll need to play "Open Fire" to open the door to the next floor.

On the third floor, the clue is "A cheerful song is sung by one not human." Take the lower path, and from left to right is "Arche" (play this to open the way to the next floor), <<Bread>>, "Dark Cave", and <<Holy Symbol>>. Go back and take the right path, and from left to right is <<Sage>> and "Mystic Forest". Go back and take the left path, and from right to left is "Open Fire" and an <<Orange Gummi>>.

On the fourth floor, the clue is "A peaceful song is sung by one not human." Take the lower path, from left to right are "Dark Cave", "Arche", <<Protect Ring>>, and <<Beef>>. Take the right path, from left to right are "Open Fire", <<Orange Gummi>>, and <<Charm Bottle>>. Take the left path, from right to left are <<Basilisk Scale>>, <<Panacea Bottle>>, and "Mystic Forest" (play this to move on to the next floor).

On the fifth floor, the clue is "A dark song is sung by one not human." Down below, from left to right are "Open Fire", <<Rabbit's Foot>>, "Arche", and "Dark Cave" (play this to continue to the next floor). To the right, from left to right are <<Mantle>> and "Mystic Forest". To the left, from right to left, are <<Silver Shawl>>, and <<Fight Symbol>>.

On the sixth floor, the clue is "A brave song is sung by one not human" again. Down below, from left to right, are nothing, "Dark Cave", "Mystic Forest", <<Rabbit's Foot>>, and <<Black Onyx>>. To the right, from left to right, are <<Rune Bottle>> and "Open Fire" (play to go on to the next floor). To the left, from right to left are <<Resist Ring>> and "Arche".

When you try to go on to the seventh floor, an event, and Arche will get the <<Ray>> spellbook. Go on up, and after more dialogue, Klarth will be able to summon Luna (no boss fight necessary, thankfully). Luna is a nice light elemental attack that covers a wide area, but hits rather randomly. I would use it against groups of enemies or enemies weak to light, and use Efreet and Maxwell against single opponents.

Now that you've formed a pact with Luna, head north to Midgard to meet up with Edward.

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х		x
x Midgard Castle		[TOPW_MID] x
Х		X
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	*****************	xxxxxxxxxxxxxxxxxxxxxxxxx
Treasure		
Ogi: Claw Kick (18,000 Ga	ald) *	
*NPC in alleyway in north	nern district	
Shops		
Wear	oon Shop < <spirit>&gt;</spirit>	
Verdun700	Colichemarde1400	Fine Saber700
Walloon Sword1600	Crescent Axe1800	Bardiche2980
Corcesca2400	Halberd4000	Mech Halberd22,000
Gem Rod600	Ruby Wand1240	
Armo	or Shop < <spirit>&gt;</spirit>	
Breastplate3600	Plate Mail24,500	Amber Cloak620
Silver Cloak2500	Fight Shield1150	Fine Shield15,800
Iron Sallet840	Armet Helm1320	Straw Hat1420
Fine Beret3600	Striped Ribbon4000	Iron Gloves600
Gauntlets1200	Kitchen Mittens300	Tion Gloves
Iter	n Shop < <buster>&gt;</buster>	
Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
Liqueur Bottle60	Holy Bottle80	Dark Bottle20
Rune Bottle3500	Spectacles10	
Grocer < <ninja>&gt;</ninja>		
Chicken40	Beef64	Pork56
Bread20	Rice32	Dried Seaweed16
Tuna240	Mackerel140	Sardines100
Carrot150	Cabbage40	Apple40
Strawberry220	Banana190	
Accessory Shop < <slayer< td=""><td>IV&gt;&gt;</td><td></td></slayer<>	IV>>	
Heavy Boots1040	Leather Mantle100	Thief's Mantle2000
Talisman2000	Paralysis Check27,200	Poison Check6200
Rabbit's Foot200	White Mist5000	Fight Symbol7200
Attack Symbol10,000	Holy Symbol100,000	Mystic Symbol674,100
Silver Shawl3030		- ,

Talk to the local in the northern district for the Ogi: <<Claw Kick>> for 18,000 Gald. It's a combination of Thunder Claw and Swallow Kick. He's sort of hidden in an alleyway:

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Some new armor in the shops. Buy the Fine Shield for Cless, Fine Berets for Mint and Klarth, and the Striped Ribbon for Arche. For weapons, the Mech Halberd might look nice, but it has much lower Thrust than the Gugnir and not much higher Slash. You'll be finding one in a later dungeon for free, so I recommend not spending the Gald on it.

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To move on with the game, try to enter the castle in the southern district. After some dialogue you'll be waiting in a room with the rest of the party. Talk with everyone if you wish then wait a little bit for another event. You'll reunite with Edward and meet Raizen, the captain of the guards. After the dialogue, you'll have to go to the audience chamber to continue. Try to go down to the lower floor, and Raizen will take you there. More events, and you'll be taken to the Magitech Research Lab. Leave the castle, even more events. You'll have to go all the way back to Arche's house in Lone Valley, but thankfully the game gives you the option of just "taking a shortcut" there. An event, and you'll have to go back to Midgard, with another option to warp back. Make sure to go outside and save in a separate slot. You won't be able to leave the next section of the game until it's completed, so the extra save is just in case you find it too difficult and need to prepare more.

To continue, head to the castle for more events. Klarth will leave the party temporarily to take part in the meeting. Go back to the town and make sure you're prepared, then go back for the meeting to be over. More dialogue and you'll find yourself in the Valhalla Plains, taking part in a military operation.

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X .
x Valhalla Plains[TOPW_VAL]
X .
***************************************
Enemies
#027 Winged Devil, #085 Silver Dragon, #116 Draco-Centaur, #117 Dragonewt, #118 Dragontooth
[MISSABLE ALERT!]
(Before beating the boss): !All Monster Encyclopedia entries except #117 Dragonewt and #118 Dragontooth!

#### \*

Your goal here is the reach the enemy's commander in the shortest amount of time, fighting enemies along the way. Fighting enemies will make in-game "hours" go forward, until a new in-game "day" starts. You'll be able to rest after each day, though this will expend 8 hours. If you use up 5 days, you'll get a game over.

Unlike the rest of the game, you'll encounter enemies here on screen instead of in random encounters. Most of the screens are filled with monsters swarming around just to make you use up time. It's very difficult to avoid the enemies on screen, so you will more than likely have to fight at least several battles

before reaching the enemy leader. There are multiple paths to the enemy leader, though most of them lead to dead ends or alternate exits from the plains. There isn't any treasure in the plains, so this walkthrough will go through the quickest route to the enemy leader.

If you talk to the soldier at the left from the entrance, you can recieve as many Apple Gummis, Orange Gummis, Panacea Bottles, and Life Bottles as you can carry. If you talk to the soldier on the right, you can rest, but it'll cost you 8 hours.

--Random encounters, strategies-----

Silver Dragons have a bit of HP, but are rather big and easily combo'd to death. Draco-Centaurs can cast Thunder Blade, but as long as Mint has Nurse it's not a problem. Winged Devils, Dragonewt, and Dragontooths are the same palette swaps you've seen before. The only real problem here is that a lot of the battles tend to be ambushes, so you'll be surrounded on both sides by enemies. Just take out one group at a time, since they're usually close together, Autumn Sandstorm, Burning Phoenix, and Divine Seal if you can pull it off are good. Cyclone, Thunder Blade, Ray, Maxwell, and Luna will take care of things switftly.

As far as drops, the only thing of note here is that the Dragontooths and Dragonewts drop two different ?Swords. One of them will always be a Long Sword (it's a very common drop, so you can tell which one is it since you'll have so many). But rarely, Dragonewts can drop Slayer Sword, which is a nice balanced sword. Dragontooths can drop the Dragontooth sword, which has high Thrust. Both of them are earth elemental.

If you care about filling in the Monster Encyclopedia, make sure you fill in all the entries for the monsters here except for the Dragonewt and Dragontooth, as after the war, the monsters will be unavailable for the rest of the game.

-----

To reach the enemy leader, from the entrance, go up, up, up, right, up, to the right and down, up, up, up, right, up, up, to the right and down, right, right and up to the save point. To the right and you'll fight the boss.

--#014 Ishrant-----

HP: 5550 TP: 500 EXP: 2222 Gald: 9990 Attack: 456 Defense: 120 Agility: 20

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (Absorb More), Thunder (May Nullify), Light

(May Nullify), Darkness (May Nullify)

Elemental Attack: Wind

Dropped Items: Poison Check

--#117 Dragonewt-----

HP: 4440 TP: 0 EXP: 222 Gald: 444 Attack: 176 Defense: 80 Agility: 35

Elemental Defense: Water (Somewhat Strong), Fire (Somewhat Strong), Thunder (Somewhat Weak), Darkness (Somewhat Strong)
Dropped Items: ?Sword (Long Sword), ?Sword (Slayer Sword)
#118 Dragontooth
HP: 3330 TP: 0 EXP: 111 Gald: 333 Attack: 173 Defense: 79 Agility: 50
Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify) Elemental Attack: Darkness
Dropped Items: ?Sword (Long Sword), ?Sword (Dragontooth)
Recommended level: 27-30
Right at the beginning, have Mint cast Toy Hammer on Ishrant just in case he starts casting. From afar, he likes to cast Thunder Blade, and can cast it fairly fast. You might want to consider equipping Reflect Rings on everyone just in case. Have Klarth and Arche cast their spells on the Dragontooth and Dragonewts. Cless should use Divine Seal, which will help prevent the enemies from approaching, and stop the annoying Dragonewts from interrupting your casters. Once the weaker enemies are gone, try to stay away from Ishrant. If you get close, he'll use a fireball attack to prevent you from touching him. Unfortunately, he'll probably decide to get close to you anyway if you don't approach him, so just stand your ground. Just stay there and guard to block his diving attack, then set up Divine Seal. As long as you keep him away and keep up the offense and interruption with the spells, this battle isn't so bad.
***************************************
After winning, you'll be back in Midgard.
<pre>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx</pre>
Treasure
50,000 Gald*, Indignation Spellbook
*May be different depending on your performance in the war
Enemies
(Battle in the sky): #027 Winged Devil, #148 Phantom, #213 Were-Vulture
[MISSABLE ALERT!]
(Before the battle in the sky ends): !All Monster Encyclopedia Entries!

Enter the castle for an event. You'll recieve <<50,000 Gald>> from the king if you did well in the war (might be different depending on your performance, I got this amount after clearing the war in 1-2 days). There'll be a save point and you can talk to the shopkeepers on the to stock up. Head outside for more events. After being teleported, head up for more another event. After everything, you'll be given the option to save, and you'll have to fight a series of battles in the sky with just Cless and Arche.

--Enemy encounters, strategies-----

The Phantom and Were-Vulture enemies are unique to this battle in the sky, so make sure to use Spectacles on them if you care about the Monster Encyclopedia.

While on Pegasus, Cless can't use any of his skills. He can only use his regular attacks. Since all of the enemies are airborne, Manual mode is recommended so you can pick and choose which enemies to attack, with all the spellcasters, having to reselect a target and run back after every attack will just be a hindrance. Keep them busy while Arche casts her spells, and the battles will be over pretty quick. After several battles, you'll have to fight another boss.

--#014 Ishrant-----

HP: 5550 TP: 500 EXP: 2222 Gald: 9990 Attack: 456 Defense: 120 Agility: 20

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (Absorb More), Thunder (May Nullify), Light

(May Nullify), Darkness (May Nullify)

Elemental Attack: Wind

Dropped Items: Poison Check

--#027 Winged Devil------

HP: 3550 TP: 200 EXP: 99 Gald: 222 Attack: 143 Defense: 68 Agility: 60

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Spectacles, Rune Bottle

--#148 Phantom-----

HP: 2640 TP: 150 EXP: 133 Gald: 226 Attack: 105 Defense: 85 Agility: 85

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Rune Bottle

\_\_\_\_\_\_

Recommended level: 27-30

Yes, it's Ishrant again. This time, the battle is a bit harder since you only have Cless and Arche.

Use a Flare Bottle on Cless and keep the enemies in front of Ishrant interrupted. Since there are so many of them, you probably won't be able to prevent Ishrant's Thunder Blade so you'll just have to take the hits. Have Arche cast Ray and try to get rid of the weaker enemies as fast as possible. Once Ishrant is alone, your job is to keep him away from Arche. Up poke him whenever you can to push him back a bit. If he uses his fireball attack, just stand guard. If the fireball hangs high in the air, you can try going under it to continue attacking him. If he tries to cast, get up in his face and keep on poking. Use items if your HP or Arche's TP gets low. Several Rays, Thunder Blades, or Cyclones later, he'll go down again.

#### 

After the battle, you'll return the Gungnir to Pegasus, but it's alright, as you'll be finding a good new weapon in the next dungeon. More dialogue and you'll get the <<Indignation>> spellbook for Arche. It's her strongest spell yet, dealing around 2500 lightning elemental damage to any enemies it hits.

--Mystic Symbol: now or later?-----

After all the battles in the last few dungeons and the war, you probably have quite a sum of money lying around, especially after the king's reward. Now's a good time to consider buying the super-expensive Mystic Symbols. Assuming you had just the 50,000 from the king, let's see what kind of stuff you might have lying around that you can sell:

Stone Check: 23,100

Stun Charm: 12,150

Holy Symbol: 50,000 (!)

Black Onyx: 10,600

Mental Ring: 16,000

Strike Axe: 15,000

Liber Ivonis: 26,000

Assuming you had one of each of those (which except for the Mental Ring from Ishitori, you are guaranteed from chests and boss drops up to this point), you could sell them all for 136,850 Gald! If you sell both Holy Symbols from Treant Forest, you'd gain 186,850 Gald! Added into the 50,000, you'd have at least 236,850 Gald just from selling these things. If you use a Rune Bottle on a Charm Bottle to make a Miracle Charm, that'd cut the price of the Mystic Symbol in half to 337,000. If you sold all of your old equipment and waited until you went into the next dungeon, you'd definitely have at least that much by then.

However, if you don't want to sell all that stuff just for one accessory, it's okay. It's not necessary, it just helps a lot for the upcoming boss. If you wait until even later, you'll be able to make much more money and be able to buy them much easier.

Pretty sweet music here, wouldn't you agree?

Most of the enemies here are weak to light, so Klarth's Luna is quite useful, especially since many of the enemies are grouped together. If you bought a Mystic Symbol, I'd give it to him for this dungeon. Kages and Samurais are some new eastern enemies. Other than the Kage's teleporting attack, they aren't that much trouble. Sorceresses and Monk Sorcerers are the same as the spellcasting enemies in the Tower of the Zodiac. Doom Guards are the same as the Arc Knights in the Jamir battle, though now you will have more experience dealing with them since they're in random encounters. They do like to jump over Cless and attack your casters, so watch out. In any case, since the enemies here are usually grouped together, Autumn Sandstorm, Claw Storm, and Divine Seal are great against them, dealing damage and pushing them back. If you can pin several enemies against the wall or other enemies, and pull off Divine Seal, it'll really rack up the damage fast.

As far as drops go, the Doom Guards drop two different ?Swords like the dragon enemies in Valhalla. One is a Long Sword, but the second is a Moon Falx, a very nice light elemental sword. If you get a hold of one, it'll really help out in this dungeon. They also sell for 28,300 Gald apiece if you get any extras; great for farming Gald although we'll have even better places later in the game.

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From the first screen, go up to enter the castle. You'll see two paths to the left and right, and two doors up above (along with a mirror). Go through the right door up above first. Examine the three spear racks for <<Halberd>>, <<Mech Halberd>>, and <<?Sword (Slayer Sword)>>. Now go back and take the door on the left. Check the pillar for an <<Attack Symbol>>, then go through the door up above. Open the chest for an <<Aqua Mantle>>, then go to the left and open up the chest for a <<Flare Mantle>>. Now make your way back to the entrance room with the mirror.

Take the path right, and examine the plant on the dresser to get a <<Savory>> and a <<Sage>>. The door up above you is locked, so ignore it and go on to the right again. Head up and as you go by, you'll step on a switch, unlocking the door ahead of you. Go through it and open up the chest for the <<Fire Storm>> spellbook for Arche, an upgraded fire spell. Head left and examine the spear racks for another <<Halberd>> and <<Mech Halberd>>. Go down, and around to the right again to step on the switch. This'll close the door that led to the Fire Storm spell, and open up the door to the upper-left that leads to the next area. Head up there and go up the stairs to the second floor.

You'll see two doors to the left and right. Go through the one on the right, and read the sign. It says "Up Down Right Left Down Up". Step on the four switches in the room in that order, then go back outside and take the left door. Continue up and you'll be in a hallway with mirrors. If you examine the mirror on the right, you'll see the reflection isn't entirely accurate... If you read the sign, it'll say "The Other Mirror will open the path." Head up the stairs to the next floor.

Here you'll find two mirrors on the left and right, two doors up above, and stairs to the next floor to the northeast. The two mirrors on the left and right show the same reflection of a monster, but the two doors have mirrors that show normal reflections. Ignore them all and take the stairs to the next area.

There'll be three doors. Take the left door and open up the chests for an <<Orange Gummi>> and <<Life Bottle>>. Take the right door and open up the

chests for two <<Apple Gummis>> and a <<Rune Staff>>. Go back and take the middle door. Now there'll be two doors on the left and right. Take the left door for three chests with <<Orange Gummi>>, <<Life Bottle>>, and <<Apple Gummi>>. Then go back and take the right door.

You'll see a bunch of switches lined up parallel on both sides of the screen. The sign at the end says you have to press the switches in order at the same time to open the door to the next area, which is exactly what you have to do. Look at Arche and try to time your stepping on the switches as she does. It's tedious, but the game does give you hints every time you fail. If you fail a certain number of times, Mint and Klarth will just press the switches for you. An easy way to do it without any timing is to just dash back and forth over the switches when Arche is walking around, as the game is even prone to advise. Either way you open the door, go through it for a save point and the stairs to the next floor.

There'll be a door above and a door below. Take the one below for two chests with a <<Protect Ring>> and <<Rune Bottle>>. Go back and take the one above for two more doors above and another to the left and below. Take the one on the left and below for <<Beef>> and the one to the left for a <<Fight Symbol>>. Now take the door to the right.

There'll be stairs to your right, and a door with a switch to your left. If you hold down the switch, the door will open, but you can't go through the door if you have to stand on the switch...ignore it for now and take the stairs to the next level. You'll see a hole in the floor with a chest on the other side you can't reach yet. Below you'll find a stone statue. Move it towards the hole and push it in to drop it down to the previous floor. Now you can push it over the switch to open up that locked door. Behind it, you'll find yet another switch you have to hold down to open another door. You can pick Klarth, Mint or Arche to leave behind. Leave behind whoever you wish and head through the door and up the stairs to the next floor.

Head down to enter a hallway. To your right is a locked door, to the left, a new screen. Head left and there'll be paths leading left and down. Take the left path and take the stairs to the next floor.

--New enemies-----

On this floor you'll start facing skeletal enemies called Leeches. As you'd expect they're also weak to light so Luna and the Moon Falx makes them no problem. Jinns are another new enemy, without any weakness, but are big and easy to stunlock, so they aren't dangerous at all.

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There'll be a path to the left, a door above, and a door to the right and down. Take the door up above, and you'll face a Treasure Keeper. It's a Jinn. After you beat it, you'll recieve the <<Mysterious Hand-Mirror>> key item. Now backtrack all the way to the floor with the two mirrors on the left and right (get your party member you left on the switch back if you want). You can fight the monsters in the mirrors now with the Mysterious Hand-Mirror. After you beat them, you'll warp to another room with treasure. The mirror on the left contains chests with <<Lavendar>>, <<10,000 Gald>>, <<Hourglass>>, <<Elixir>>, and <<White Mist>>. The mirror on the right contains a chest with the <<Rock Mountain>> spellbook for Arche, an upgraded earth spell.

Now, backtrack to the hallway with three mirrors. Examine the right mirror and defeat the monster. You'll be warped to an entirely different area. Go left and open up the chests for <<Silver Cloak>>, <<Rune Bottle>>, and a <<Stun

Charm>>. Examine the two gargoyles and press the switches to make a blue chest with a <<Mental Ring>> appear. Now go right and go down the door. Follow the path and you'll find a room with four switches again. Read the sign for the clue, "Reverse". You have to press the switches in the reverse order from last time: Up, Down, Left, Right, Down, and Up. Go outside and open up the chest with the <<Golden Key>> key item. Now you can unlock all the locked doors in the castle.

Go all the way back to the switch where you have to leave a party member behind. Make sure to leave Arche this time. Go up the stairs, and this time examine the locked door on the right to open it up with the Golden Key. You'll be on the other side of that hole from before. Since Arche can fly up on her broom, she'll rejoin the party here. Open up the chest for a <<Charm Bottle>>, then go back out and go left. This time, take the path down. Unlock the door with the Golden Key, and open up the chests for <<Prune>>, <<Melon>>, <<Mangosteen>>, and <<Silver Shawl>>.

Now go back up to the floor where you fought the Treasure Keeper. Take the door to the right and below. Then take the door directly to your right. There'll be a save point and a door to the next area. Make sure to save and examine the door. With all four party members together, it'll open. Go on up to face Dhaos's quard.

--#019 Evil Lord-----

HP: 6400 TP: 250 EXP: 298 Gald: 3630 Attack: 195 Defense: 105 Agility: 60

Dropped Items: Rune Bottle

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Recommended level: 34-37

A pretty easy fight. They're weak to light of course, so if you have the Moon Falx, it'll be a cinch. Have Arche cast Ray or Indignation while Klarth casts Luna and Mint supports the party. Use Tiger Fang -> Demonic Fangs, Autumn Sandstorm, or Divine Seal to keep them away and deal damage. It won't take long to take them all down. This is just a warm up for the real fight coming up next.

After the fight, go back and save. You may want to head back to Midgard to restock on items if necessary. When you're ready, head up from the save point to the throne room. Some dialogue and you'll finally fight the big guy himself.

--Dhaos (1st Encounter)------

HP: 30,000 TP: 5000 EXP: 2222 Gald: 9999 Attack: 270 Defense: 130 Agility: 10

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Emerald Ring

--#019 Evil Lord------

HP: 6400 TP: 250 EXP: 298 Gald: 3630 Attack: 195 Defense: 105 Agility: 60

Dropped Items: Rune Bottle

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Recommended level: 34-37

This is probably the hardest boss fight so far. Dhaos comes with two Evil Lords, make sure to get rid of them as quickly as you can. The Moon Falx will definitely help here, and Luna and Indignation should help get rid of them fast.

Even after they're gone, however, Dhaos is still quite a force to be reckoned with. To start with, he has the chance to nullify any elemental attack or physical attack you throw at him. It can be annoying when your mage gets done casting a spell or you try to attack him only for it to just bounce off of him.

Dhaos isn't lacking on the offense either. His standard attack is a quick swipe, which he loves to use multiple times in a row. It is guardable and easy to punish with your own combo however. Dhaos will often employ a backstep, complete with temporary invincibility, after these, or if you try to surround him. From afar, Dhaos will cast Ray, Thunder Blade, and Cyclone, but if you stay up in his face often you shouldn't get to see these. His specials include Tetra Spell (a combination of Fireball, Ice Needles, Lightning, and Glaive) to interrupt the party and dizzy them, and Tetra Assault (a combo attack, high chance to dizzy) from up close. At lower HP, he'll begin to use Dhaos Collider (a light elemental attack that hits every character on screen) and Dhaos Laser (a light elemental laser that hits every character in front of Dhaos multiple times for major damage). Keeping him pushed back and away from your casters is of utmost importance. Unfortunately, this is easier said than done with the random nullification and high chance of getting dizzied.

Excellent skills for this battle are Thunder Claw, and Claw Storm. The lightning strike from Thunder Claw and Claw Storm will temporarily stun Dhaos even if it does no damage, helping your casters finish their spells and you keeping him pushed back. Even better, the lightning will travel towards Dhaos even if you aren't right next to him, so it's very helpful if he starts up one of his attacks and you aren't close enough to him to interrupt.

Turn off all of Arche's spells except Indignation, and all of Klarth's spells except Luna and Maxwell. No need for anything but the best in this fight. When Mint isn't healing, she should support with Sharpness, Acid Rain, Toy Hammer, and Silence.

For equipment, Reflect Rings are great. Dhaos Laser and Collider deal extreme damage and any protection against it will help. If Cless isn't using the Technical Ring, give two to him along with the Mithril Mesh to almost completely stuff out his light-based attacks. Otherwise just give him one. You might consider giving him a Stun Charm instead, to reduce the time of being dizzied if that's more of a problem for you. Mint should wear the other Mithril

Mesh and two Reflect Rings, or one and a Mystic Symbol. Klarth should use one and the Topaz pact ring to halve light damage. Arche should have two Reflect Rings as well, unless she's wearing the Mystic Symbol.

Keep up the interruption with Thunder Claw-> Claw Storm and your casters' spells, and Dhaos will go down soon enough. Control is the key in this battle. If Dhaos pulls off Dhaos Laser, and one or two characters die, it can be very hard to pull everyone back together and get Mint to heal without getting wiped out by Dhaos's relentless attacks.

Dhaos drops an Emerald Ring, a great accessory that reduces TP consumption by one third. If you use a Rune Bottle on it, it'll turn into a Fairy Ring, which halves TP consumption! This is one of the best accessories in the game, and goes great on anyone. I recommend it for Cless; he'll actually be able to use his abilities often without blazing through his TP with it on.

Finally, if you care about the Monster Encyclopedia, make sure to use a Spectacles on Dhaos during the battle. Even though Dhaos never appears in the Monster Encyclopedia, you still have to obtain his information for Klarth to recieve the title for finishing it.

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After the battle, more events. After all the dialogue you'll find yourself outside Edward's house. Go back inside and talk to Sif to recieve the <<Sashimi>> recipe.

Your next destination is Yggdrasil, all the way back in the Forest of the Spirits. Take the boat to Belladam from Alvanista, and make your way there.

Approach Yggdrasil for a scene. Afterwards, head to Belladam Village for more events. Go back to Euclid, and talk to the traveling performers. Pay them 1000 Gald to get a hint on finding the Unicorn. Then, head to Venezia and take the boat back to Alvanista. Some more dialogue giving you a clue on what to do. Then, make your way all the way back to Midgard. Enter the second house from the left in the southern district, and talk to the woman on the first floor to learn more about the Unicorn. Talk with the woman in the center of the northern district, and the mayor on the top floor of his house for more information as well.

Before leaving Midgard, enter the second floor of the orphanage. If you've been following the Story of the Spirit of the Moon so far, you can get another piece of it by talking to the woman here.

To continue, head up north to the Valhalla Plains once again.

 This time you're going to head to the northwest exit that leads to the White Birch Forest, where the Unicorn lives. From the west entrance, head up, up, up, right, up, to the right and down, to the right and up, up, up, up, up, up, left, up, to the left and down, to the left and up, and up to exit. Head to the west to enter the White Birch Forest.

***************************************	KXXXX
X	Х
x White Birch Forest[TOPW_W	3F] x
X	Х
***************************************	KXXXX
Treasure	

Cordyceps x6, Unicorn Horn, Pure Maiden Title (Mint)

# 

As you enter, some dialogue. You'll be in control of Mint, and just Mint and Arche will be in the party. If you want to leave, talk to Cless and Klarth. There are no random encounters in this forest, so you can explore as much as you want.

From the entrance, go right, down, down, and left to examine the mushroom for a <<Cordyceps>>. Go right, down (another <<Cordyceps>>), up, right (<<Cordyceps>> behind a rock), down (<<Cordyceps>>), up, up, up, right (<<Cordyceps>>), left, down, right, right, right (<<Cordyceps>> behind a tree), left, up, and up for some dialogue, and Arche will leave the party. Keep going up for a scene.

Afterwards, you'll be back in control of Cless and Klarth. Go right, down, down, and down and talk to Arche if you want her to rejoin the party. Then go up, right, up, right, up, and up for a boss battle.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
#019 Evil Lord
HP: 6400 TP: 250 EXP: 298 Gald: 3630 Attack: 195 Defense: 105 Agility: 60
Dropped Items: Rune Bottle

Recommended Level: 37-39

A very easy battle, even if you don't pick up Arche. Use Demonic Fangs, Roaring Lion/Roaring Kick if you have them, Claw Storm, Divine Seal, or whatever your favorite skills are to keep them in the corner while Klarth and/or Arche cast their spells. They should go down very fast.

Afterwards, Mint will rejoin the party and there'll be another event. You'll get the <<Unicorn Horn>> staff and <<Pure Maiden>> title for Mint. The Unicorn

Horn is probably her best weapon in the game, because of the boost to defense it gives her. Since Mint doesn't need attack power, you might consider keeping this staff on her throughout the entire game, even if you find a new staff with higher attack.

Anyway, you'll have the option to warp back to the Forest of Spirits to visit Yggdrasil. More events, and you'll have control again. On your way out of Belladam Village, talk to the old man in the lower-right house for the final part of the Story of the Spirit of the Moon.

Your next destination is the Ancient City, Thor. You'll have to use a boat from Venezia to sail there.

--[MISSABLE CHECKLIST FOR PART 2!]-----

Do know that once you enter Thor, you can't exit, and won't be able to return to the past afterwards. Make sure you have everything important that's missable before traveling to Thor. Use this list with the previous sections of the guide to check:

#### Collector's Encyclopedia

Most of the missable items here can simply be bought from shops, and you should have almost all of them from going through the game. The exceptions are the Moon Falx, which can be bought in the Olive Village storeroom or dropped by the Doom Guards in Dhaos's Castle, and the White Gloves, which you get from completing the Nancy and Elwin sidequest. However, if you still haven't opened up the storeroom in the Olive item shop, you can still get a Moon Falx later in the game.

- -Saber
- -Rapier
- -Verdun
- -Fine Saber
- -Moon Falx
- -Rune Staff
- -Cthaat Aquadingen
- -Mystic Broom
- -Chain Mail
- -Ring Mail
- -Splint Mail
- -Amber Cloak
- -Wood Shield
- -Round Shield
- -Kite Shield
- -Armet Helm
- -Ankh Beret
- -Long Blue Ribbon
- -Leather Gloves
- -Iron Gloves
- -Kitchen Mittens
- -White Gloves
- -Mantle

### Monster Encyclopedia

All entries so far are missable, except for:

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#020 Viper
#023 Vampire Bat
#027 Winged Devil
#035 Ogre
#036 Ochre Jelly
#060 Cave Spider
#061 Caveman
#062 Gazehound
#092 Skeleton
#096 Snow Bunny
#109 Desert King
#110 Desert Fly
#117 Dragonewt
#118 Dragontooth
#121 Treant
#140 Burning Dead
#171 Belladonna
#174 Hell Master
#185 Mighty Oak
Which will all appear in the next part of the game.
Arche's Spells
-Fire Storm from Dhaos's Castle
-Rock Mountain from Dhaos's Castle
Titles
-Cless's Mach Youth title from the Mach Boy race in Alvanista
-Cless's Ishitori Master title from the Ishitori game in Alvanista Castle
-Mint's Cupid title from the Nancy and Elwin sidequest
Recipes
-Sushi recipe from the Chef in Venezia's grocer
-Cheeseburger recipe from Sophia in Belladam Village
-French Toast recipe from the Chef in Hamel
-Sandwich recipe from the Chef in Euclid's grocer
-Neapolitan recipe from the Chef in Alvanista's grocer
-Poware recipe from the Chef in Olive Village's grocer
-Fruit Juice recipe from the Chef in the eastern oasis in Freyland desert
-Sashimi recipe from Sif in Edward's Mansion
When you're absolutely prepared, take the left boat in Venezia and pick the
third option. After some scenes, you'll be in the Ancient City, Thor.
--Treasure-------
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--Enemies-----

#082 Jann, #191 Merman, #201 Living Sword, #230 2SH, #231 3000R, #233 4400R

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From where you enter, there'll be a door to the upper-right, but it's rusted shut, so you can't open it. Instead take the door directly above where you entered to enter a building. Grab the key card shining on the counter to get the <<Card>> key item, then exit the building.

Follow the path down, until you reach a save point. Head right and enter the building. Talk to the Supply Robo to receive as many Apple Gummis, Orange Gummis, Panacea Bottles, and Life Bottles that you can carry. Head back to the save point and go up. Examine the shining key card slot on the wall to open the door, and then enter the building.

Follow the path to the next area. You'll be locked inside a grid-like room with monsters that you can encounter on the map as well as random encounters. They're pretty easy to avoid however. Just go diagonal past them and go down on the square to the left or right of you to get past them without fighting.

--Random encounter, strategies-----

As far as random encounters go, finally some new enemies. 2SH, 3000R, and 4400R are some new robotic enemies. 2SH stay on the ground and shoot missiles at you, which you can destroy with your attacks or simply block them. 300R and 4400Rs are floating pods that spray poison gas at you. Phoenix Storm is a great tech to knock them down and attack them, especially if they're grouped together. All of them are weak to lightning so Indignation does a ton of damage to them. Mermen are pretty slow and easy to defeat. Living Swords are floating swords which absorb light, so the Moon Falx will end up healing them if you use it; just use different elemental Abilities or finish them with spells. Finally, the Jann is the enemy you can encounter on screen. He's just a Jinn palette swap, so nothing special about him.

\_\_\_\_\_\_

Your goal is to head to the bottom of this room and examine the blue chests. One of them will randomly contain the <<Common Key>> key item. You have to use this on one of the doors (once again at random) on the top part of the room to unlock it, which will lead you to one of three locations (again, at random). Either the hallway you entered from, a room with a chest, or a room with a save point. Every time you re-enter the grid room, the chests with the Common Key and the correct door and where it leads will reset. Don't worry, it doesn't make any sense to me either. Just make sure you get the room with the chest before moving on, as it contains the <<God Breath>> spellbook for Arche.

To continue, get the room with the save point and make sure to save. Head on up for a boss fight.

 --#230 2SH-----

HP: 12,600 TP: 0 EXP: 55 Gald: 550 Attack: 240 Defense: 150 Agility: 25

Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)

--#233 4400R-----

HP: 4400 TP: 0 EXP: 44 Gald: 44 Attack: 230 Defense: 130 Agility: 25

Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)

\_\_\_\_\_

Recommended level: 37-39

Another easy boss fight, as the only thing making it different from a random encounter is that one of the 4400Rs is on the other side of the party. Just have Klarth and Arche cast on the enemies on the right, and run up behind the 4400R on the left. Use Rising Phoenix/Phoenix Storm/Thunder Claw/Claw Storm to knock it down and Roaring Lion push it to the right. You can use Demonic Fangs, Roaring Lion/Kick or Divine Seal to push all of them back once they're all grouped together, and from there on it's easy to just mash them all in the corner for Klarth and Arche to work their magic.

After the battle you'll get the <<Diamond>> Pact Ring. It's an so-so pact ring for Klarth that increases all of his stats a little bit.

Anyway, head up to meet the OS. If you pick the second option, the party's HP and TP will be restored. Pick the first option, and then say yes for an event. Afterwards, make sure to go back to the save point and save. Talk to the OS again and pick the first option again for more events, and a boss fight.

--Dhaos (2nd Encounter)------

HP: 45,000 TP: 5000 EXP: 5555 Gald: 25,552

Attack: 330 Defense: 130 Agility: 10

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Recommended level: 37-39

If you thought the last fight against Dhaos was bad, get a load of this one! Thankfully, even though his HP and attack power have increased, his attacks are pretty much the same. The same strategy and equipment setup from the last battle applies, it'll just take a little bit longer. By now you most likely

have Roaring Lion/Kick available, so you can use those along with Thunder Claw/Claw Storm/Demonic Fangs to keep him away from the party easier.

Once again, make sure to use a Spectacles on Dhaos if you care about Klarth's title for completing the Monster Encyclopedia.

After the battle, many more events and you'll find yourself in the city of Miguel. Part 3 begins.

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X	Х
x Walkthrough: Part 3[TOPW_PAR3]	Х
X	Х
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City of Miguel......[TOPW MIG] Mountain Pass (3).....[TOPW MP3] City of Euclid ......[TOPW EU3] Port City, Venezia (2)......[TOPW PV2] Kingdom of Alvanista.....[TOPW AL4] Backtracking: White Birch Forest (2) (Optional).............[TOPWS WF2] Recruiting Suzu: Ymir and Elven Village (2) (Optional)......[TOPWS RS1] Recruiting Suzu: Treant Forest, Ninja Village (Optional).....[TOPWS RS2] Recruiting Suzu: Kingdom of Euclid (2) (Optional)...........[TOPWS RS3] Recruiting Suzu: Ninja Village (2) (Optional)................[TOPWS RS4] Backtracking: Cave of the Spirits (2) (Optional)............[TOPWS CS2] Backtracking: Forest of the Spirits (4) (Optional)..........[TOPWS FS3] Backtracking: Demeter's Island (2) (Optional)................[TOPWS DM2] Backtracking: Corroded Grotto (2)......[TOPWS CG2] Backtracking: Ancient City, Thor (2) (Optional).............[TOPWS AT2] Backtracking: Cave of the Burning Sands (2) (Optional)......[TOPWS CB2] Backtracking: Tower of the Zodiac (2) (Optional)............[TOPWS TZ2] The Cave of Ordeals (Optional)......[TOPWS\_COO] City of Freezekiel......[TOPW COF] Cavern of Ice......[TOPW COI] Fighting Odin (Optional)......[TOPWS ODN] Early, the City of Darkness......[TOPW\_ECD] Graham's Treasure Hunt Sidequest (Optional).................[TOPWS GTH] Euclid Arena Revisited (Optional)......[TOPWS EUA] Moria Mine: Dwarven Ruins (Optional)......[TOPWS\_MML] 

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x City of Miguel		[TOPW MIG] x
X		_ x
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	********	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Treasure		
	tle, Alvein Successor Titl	noenix Kick (20,000 Gald), Le, Ultimate Ogi: Blade of
*If you didn't get them is	n the Past	
Enemies		
(Miguel/Euclid/Alvanista : #108 Timber Wolf, #134 Boo	region World Map): #048 Ki doch, #166 Predator	ller Bee,
Shops		
Equi	pment Shop < <kogahazan>&gt;</kogahazan>	
Colichemarde1400	Walloon Sword1600	Damascus Sword34,800
Crescent Axe1800	Bardiche2980	Sadain Glaive50,560
Halberd4000	Mech Halberd22,000	Composite Bow3000
Ruby Wand1240	Breastplate3600	Plate Mail24,500
Holy Cloak56,000	Mithril Mesh30,000	Fight Shield1150
Fine Shield15,800	Armet Helm1320	Cross Helm5000
Straw Hat1420	Fine Beret3600	Striped Ribbon4000
Gauntlets1200	Kitchen Mittens300	
Item	Shop < <benjamin>&gt;</benjamin>	
Heavy Boots1040	Leather Mantle100	Thief's Mantle2000
Talisman2000	Paralysis Check27,200	Poison Check6200
Rabbit's Foot200	White Mist5000	Fight Symbol7200
Attack Symbol10,000	Holy Symbol100,000	Mystic Symbol674,100
Silver Shawl3030	Apple Gummi60	Orange Gummi200
Mixed Gummi1000	Panacea Bottle350	Life Bottle300
Flare Bottle150	Liqueur Bottle60	Holy Bottle80
Dark Bottle20	Rune Bottle3500	Spectacles10
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	xxxxxxxxxxxxxxxxxxxxxxx	xxxxxxxxxxxxxxxxxxxxxxxx
More events, and Chester wi		

Fighting Pluto.....[TOPWS\_FPL]

members, you can switch them out with the Formation menu. The party members outside of battle still gain exp, so you don't have to worry about them falling behind if you don't use a certain character.

You might notice that Chester is still at the same low level he was at when you left him back in the present. If you stay at the inn, you'll get a scene, and Chester will gain the <<Hard Worker>> title. He'll also gain a ton of EXP and shoot up about ten levels, making catching him up to the rest of the party much easier. Chester should learn his Roaring Thunder skill after this. It's probably one of his best skills, if you put it on a shortcut and hold it down,

he'll pretty much fire the arrows nonstop preventing most enemies from even moving.

If you stay at the inn a second time after talking to the Miguel School receptionist, you can get another scene with Cless. He'll gain the <<Alvein Successor>> title and the ability to use his Ultimate Ogi: the <<Blade of Ascension>>. To use it, Cless has to be at full HP at some point in a battle and then take enough damage to be in critical (red) HP. The word "POWER" will flash over his TP, and if you hold down X, Square, and Circle, he'll use it for 100 TP. You don't have to have the Alvein Successor title equipped to use it. You can use it more than once per battle, as long as Cless reaches max HP again. Just make sure the enemy is in front of Cless when he uses it, or else he'll just unleash his ultimate attack on some unsuspecting air. The Blade of Ascension can be linked from any other of Cless's skills, even Ogis.

If you talk to the robed woman outside the inn, you can hear an explanation on Collectibles and recieve the <<(c)Black Card>>. Collectibles are just special items you can find and trade to certain NPCs to get even more, different Collectibles. Their only purpose is to be collected so you can fill up the Collector's Book, so if you don't care about that, you probably won't have any use for them.

Talk to the chef right next to the robed woman to learn the <<Meat and Potato Stew>> recipe.

Talk to the Instructor in the Miguel School of Swordsmanship to buy the Ogi: <<Phoenix Kick>> for 20,000 Gald. It's a combination of Burning Phoenix and Swallow Kick.

In the inn, there's a blue chest behind a bush baby statue that you can't move. The shopkeeper says that you can buy it for 100,000,000 Gald, but unfortunately it's impossible to even carry that much money in the game. Examine the statue and after the dialogue ends, continue to hold circle so you can pull it out of the way. Now you can open up the chest for a <<Hourglass>>.

Finally, if you missed the Ogi Text for <<Demonic Fangs>> or the <<Cyclone>> spell, you can get them again here. Talk to the robed woman inside the inn for the Cyclone spellbook, and examine the dresser in the upper-left corner of the western house for Demonic Fangs.

--Shopping-----

Items are pretty much the same, but lots of new equipment this time. Definitely get the Composite Bow, Mithril Mesh, Fine Beret, and Gauntlets for Cheser, and the Damascus Sword and Cross Helm for Cless. The Holy Cloak for Mint and Klarth is very helpful for an upcoming boss, though it is quite expensive. For Arche, just give her the extra Mithril Mesh that Mint or Klarth might have had on if you buy them a Holy Cloak, if she wasn't wearing one already.

You may want to consider using a Miracle Charm and selling old stuff if you don't have enough money, though if you do have to sell stuff, avoid selling the Cordyceps from the White Birch Forest- we'll be able to rake in the money by selling them at a different place later in the game.

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Anyway, your next destination is Alvanista, so you'll have to head to Venezia to take a boat there. Before going through the Mountain Pass yet again, you might want to revisit the Cave of the Spirits, but I recommend waiting until later in the guide after you've gotten a secret character.

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x x Mountain Pass (3)		x[TOPW MP3] x
X		x
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
Treasure		
Rebirth Doll		
Enemies		
#049 King Cobra, #166 Pre	edator, #134 Bodoch	
***********	xxxxxxxxxxxxxxxxxxxxxxxx	**********
The Mountain Pass is the sawith a < <rebirth doll="">&gt;, and way, make sure to stop by E</rebirth>	nd then continue your way t	o Venezia. Along the
**************************************		**************************************
x City of Euclidx		[TOPW_EU3] x
xxxxxxxxxxxxxxxxxxxxxxxxx	xxxxxxxxxxxxxxxxxxxxxx	xxxxxxxxxxxxxxxxxxx
Treasure		
80,000 Gald, (c)Brown Car	rd, Steak Recipe	
Shops		
Weap	oon Shop < <holy knight="">&gt;</holy>	
Colichemarde1400	Walloon Sword1600	Damascus Sword34,800
Crescent Axe1800 Halberd4000 Ruby Wand1240	Bardiche2980 Mech Halberd22,000	Sadain Glaive50,560 Composite Bow3000
λrmo	or Shop < <holy knight="">&gt;</holy>	
AIIIC	or shop <-nory knight>>	
Breastplate3600 Mithril Mesh30,000 Armet Helm1320 Fine Beret3600 Kitchen Mittens300	Plate Mail24,500 Fight Shield1150 Cross Helm5000 Striped Ribbon4000	Holy Cloak56,000 Fine Shield15,800 Straw Hat1420 Gauntlets1200
Groo	er < <flavor king="">&gt;</flavor>	
Carrot.       .150         Radish.       .1600         Onion.       .210         Strawberry.       .220         Beef.       .64         Egg.       .20         Dried Seaweed.       .16	Cabbage       .40         Potato       .250         Apple       .40         Banana       .190         Pork       .56         Bread       .20	Lettuce

#### Variety Shop <<Flexible Q>>

Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Heavy Boots1040
Leather Mantle100	Thief's Mantle2000	Stone Check46,200
Talisman2000	Paralysis Check27,200	Poison Check6200
Rabbit's Foot200	White Mist5000	Fight Symbol7200
Attack Symbol10,000	Holy Symbol100,000	Mystic Symbol674,100
Silver Shawl3030		

## Item Shop <<Furry Friends>>

Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
Liqueur Bottle60	Holy Bottle80	Dark Bottle20
Rune Bottle3500	Spectacles10	Leather Mantle100
Thief's Mantle2000	Paralysis Check27,200	Poison Check6200
Holy Symbol100,000	Mystic Symbol674,100	Silver Shawl3030

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If you enter the Grocer, you can talk to the boy near the counter to buy him Apples until he gets full. There's no reward other than the funny dialogue though. If you wait long enough, customers will keep entering the Grocer. Eventually, a bushbaby will enter the store and start running amok. Once again, no reward for this other than the humor.

If you enter the northeast house, you can talk to the boy and hear his surprisingly talented dog sing the game's theme song.

Uncle Olson's house from the present is now the State Science Academy, but there's nothing to do there at the moment.

If you enter the castle, you can talk to the king to recieve <<80,000 Gald>>. If you talk to the knight in black, you can hear the Legend of Ishtar and learn about the nine items needed for Cless's Gilgamesh title.

On the third floor of the castle, talk to the girl near the right window. You can trade your (c)Black Card for her <<(c)Brown Card>>. Don't worry about losing the Black Card, as it's still recorded in your Collector's Encyclopedia. If you really want to have another Black Card, you can go back to Miguel and talk to the robed woman to get another one. Also on the third floor, you can talk to the chef in the lower right room to learn the <<Steak>> recipe.

Also in the castle, you can enter the martial arts tournament in the arena. It consists of eight rounds of monsters with just Cless alone, using only the items supplied to you. On the ninth round, you face a superpowerful monster. Right now I suggest waiting until later in the game to tackle it, after you have more levels and better skills and equipment.

Along the way to Venezia, you might want to stop by Lone Valley first, but I recommend waiting until later in the guide after you've gotten a secret character. Just make way to Venezia for now.

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X	Х
x Port City, Venezia (2)[TOPW_PV2]	Х
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Piano Teacher Title (Mint), (c) Statue of Dreams, (c) Green Card, Lightning Spellbook (200 Gald)\*, Storm Spellbook (1000 Gald)\*, Ogi: Claw Storm (3000 Gald) \*, Sardonyx Pact Ring \*If you didn't get them in the Past --Enemies-----(Venezia region World Map): #089 Scavenger, #108 Timber Wolf, #134 Bodoch --Shops-----Weapon Shop <<Aqua Blade>> Walloon Sword......1600 Damascus Sword....34,800 Sinclair.........49,800 Bardiche......2980 Hard Cleaver.....65,530 Sadain Glaive....50,560 Halberd............4000 Mech Halberd.....22,000 Composite Bow......3000 Ruby Wand......1240 Armor Shop <<See-Through>> Plate Mail.....24,500 Mithril Plate....50,000 Holy Cloak......56,000 Mithril Mesh....30,000 Fight Shield......1150 Fine Shield......15,800 Armet Helm......1320 Cross Helm.......5000 Straw Hat......1420 Fine Beret......3600 Pretty Ribbon.....4000 Gauntlets......1200 Mithril Gloves...10,000 Kitchen Mittens.....300 Item Shop <<Maraga's Ocean>> Apple Gummi......60 Orange Gummi......200 Mixed Gummi......1000 Panacea.....350 Life Bottle......300 Heavy Boots.....1040 Leather Mantle.....100 Thief's Mantle.....2000 Stone Check......46,200 Paralysis Check...27,200 Poison Check.......6200 White Mist.......5000 Fight Symbol.....7200 Attack Symbol....10,000 Holy Symbol.....100,000 Mystic Symbol...674,100 Silver Shawl......3030 Grocer <<Waterfront>> Tuna.....240 Mackerel.....140 Sardines.....100 Beef.....64 Carrot.....150 Cabbage.....40 Apple.....40 Strawberry.....220

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If you enter the mayor's house, you can meet the mayor's daughter, Chelsea. You'll go through a little event where Mint gives her a piano lesson. Exit and re-enter Venezia to repeat this event five times. On the fifth time, you'll hear Chelsea play Sakuraba's piano solo (remember him?) and Mint will get the <<Pi>iano Teacher>> title. You'll also get the <<(c)Statue of Dreams>> collectible.

If you enter the second floor of Leiott, you can meet the descendants of Elwin and Nancy if you did their sidequest earlier in the game.

In the grocer, talk to the Collector. If you trade him a Melon and Kelp, he'll give you the <<(c)Green Card>> collectible. You can trade as many Melons and Kelps to get as many Green Cards as you want. The last time you could've bought Melon was in the Elven Village, so if you don't have any, you'll have to wait until you can revisit there to buy one to get this card. You can buy Kelp right in the Venezia grocer.

If you missed the <<Lightning>> or <<Storm>> spellbooks in the Past, you can buy them from the Half-Elf who lives next door to Leiott still. If you missed the Ogi Text for <<Claw Storm>> from the female soldier in the armor shop, you can still buy that as well.

--Shopping-----

For weapons, nothing is really worth buying, as the Damascus Saber is the most balanced of the weapons. Unless you really like to use axes or spears better, just ignore all the weapons. For armor, the Mithril Plate is new, but it's very expensive, and the Mithril Mesh is good enough for now. The Mithril Gloves for Cless and Chester and the Pretty Ribbon for Arche are good enough upgrades for now, if you already went shopping in Miguel.

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To continue, go to the right boat in the dock and talk to Harrison. You'll be warped to Euclid and led to the Science Academy. After some dialogue you'll meet Stanley and get the <<Sardonyx>> Pact Ring. After the event, stay at the inn for another training scene with Chester.

Your next destination is Volt's Cave southwest of Miguel. Before entering, stop by Morrison's House which is right next to it.

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х		X
x Morrison's House (2)		[TOPW_MO2] x
Х		X
****	***********************	*******
Treasure		
(c)Curio's Mirror, Pescat	core Recipe	
Shops		
Pedd	dler	
Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150

# 

Dark Bottle.....20

If you talk to Morrison's descendant, Harold, on the lower floor, you can get some interesting dialogue. You can also rest in the bed for free here.

Liqueur Bottle......80

Rune Bottle......3500 Spectacles.......10

Talk to the traveling painter, Curio, and if you give him a Pin-Up Mag, you'll get the <<(c)Curio's Mirror>> collectible. Unlike most of the other collectibles, this one actually has a purpose beyond item completion. With it you can change the Party Display to Deformed in the Customize menu for goofy

face portraits in the menu screen. Told you that Pin-Up Mag would have a purpose!

If you talk with the chef, you can get the <<Pescatore>> recipe.

Once you're done here, head to Volt's Cave just nearby.

$ \times \times$
x x
x Volt's Cave[TOPW_VOL] x
x x
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Treasure
Holy Bottle, Lavendar x2, Life Bottle, Ring Shield, G'harne Fragments,
Orange Gummi, Apple, Bread, Sylph Broom, Emerald Ring, Star Cloak
Enemies
#043 Carcass, #127 Nebiros, #135 Hatamoto, #178 Poison Toad

--Random encounters, strategies-----

\*

The enemies here are pretty much all palette swapped monsters, so no new strategies here. However, you'll notice that all the monsters, especially the Nebiros, drop a lot of Gald. Hatamatos also drop Damascus Swords, which are good if you don't have one yet or just want to sell them (23,000 Gald!). Thunder Dragons can drop ?Axes (Strike Axe) which sell for 15,000 Gald! This place is definitely good for building up money.

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Ignore the path to the right for now and head up for a chest with a <<Holy Bottle>>. Head through the door for two chests with a <<Lavendar>> each. Head left, and you'll find two chests with a <<Li>fe Bottle>> and <<Ring Shield>>. The Ring Shield is one of the best shields in the game, and can be equipped on anyone except Cless (so finally, Cless can stop hogging all the shields). Ignore the doors above and below, since the top door leads to the same room with the Lavendars, and the door below is locked. Return to the entrance and take the right path for some scenes.

Afterwards, head up. There'll be an electric generator and a locked door above. Shoot the generator with the Sorcerer's Ring to make the door open up temporarily. Hurry and run through the door right when you shoot the generator to get through it before it closes. Through the door you'll find a chest with the <<G'harne Fragments for Klarth>> and the stairs to the next area.

You'll see a door up above you, but don't go through it yet. Go through the passage in the wall to the right and step on the switch:

http://tinyurl.com/yzprq6y

Then go back and go up through the door. Ignore the door up above (an empty room) and head right. You'll go through another scene, and then go into a mini boss battle with Cless alone.

x BOSS: Hanzo, Ninja Master x3

--#138 Hanzo-----

HP: 13,800 TP: 0 EXP: 1601 Gald: 1968 Attack: 500 Defense: 200 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: Rice, Reverse Doll

--#126 Ninja Master-----

HP: 7800 TP: 0 EXP: 707 Gald: 1550 Attack: 480 Defense: 110 Agility: 110

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: Rice, Claw Gauntlet

Stolen Item: Shamisen

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Recommended level: 39-40

You don't have to win this battle, and in fact it's pretty easy to lose against them without the right strategy, especially since it's four against one. If you really want to win, definitely use Manual mode and turn the difficulty down to Normal if you have it set to a higher difficulty. They're weak to light, so if you still have a Moon Falx, you might want to use it for this battle. Don't let Cless get surrounded, and try to group together the ninjas. Roaring Kick, Claw Storm and Tiger Fang/Demonic Fangs are great here. If you get pushed behind one of the ninjas from your techs, make sure to run back in front of them again. Never let them surround you. If they use their teleporting move, make sure to get out of the way so they'll miss. They can poison you, so don't neglect to use a Panacea Bottle. If you really get in a pinch (such as being dizzied), you may want to use some of those Hourglasses you've found throughout the game.

Ninja Masters can drop Claw Gauntlets, which are very nice gloves for a certain party member you can get later in the game. So if you get one from this battle, be sure to hold on to it.

Whether you win or lose the battle, the game will continue on.

After the battle some more dialogue and Suzu will introduce herself before leaving again. There'll be two paths to the right and below. Take the right path through the door and up the stairs. You'll see a doorway and a chest with an <<Orange Gummi>>. If you go through the door, it'll lock behind you and you'll be back near the entrance. You can exit to rest and restock if necessary. To continue, go back to the screen where you fought the ninjas and head down.

You'll find a sign that says "When you first came down the stairs, a hidden passage lay to your east". Thankfully we already went through it and pressed the switch. To the right, another generator, and two doorways above and below. If you shoot the generator with the Sorcerer's Ring, it'll only open up the door above halfway. Go through the door below (which will be open if you stepped on the hidden switch in the previous area), and press the lever on the wall. Now the generator will create more electricity to open the door, but you have to shoot it in a different location to power it up. Stand where Cless is in the screenshot and shoot the generator so you'll have enough time to get through the door:

http://tinyurl.com/ykw43jp

Go down the stairs to the next floor. There'll be another door and two chests with an <<Apple>> and <<Bread>>. Go through the door and you'll be in another room with some generators. To the left is a generator and a lever on the wall along with a locked door above. To the right, another generator with a lever on the wall, two more locked doors, and an emergency exit to warp you out of the dungeon. Shoot the right generator where Cless is standing in the next picture and run through the door to the right:

http://tinyurl.com/ykpg9xy

Once you're through, there'll be another door above and a path to the left, but it's blocked by an invisible wall. Head up to continue. There'll be another door above, a door to the down and right (which leads to the previous room with the emergency exit) and a chest in the upper right corner that contains a <<Sylph Broom>> for Arche. Head through the door up above and flip the lever on the wall. Then go back to the room with the two generators. Head for the left generator. If you shoot it, it won't give enough time to run through the door, so flip the lever on the wall behind it. Then shoot it where Cless is standing in the picture to run through the door:

http://tinyurl.com/yfq6ju7

Go up through the door for another door, three more generators, and another emergency exit. Make sure to save. Shoot the rightmost generator where Cless is shown here a few times to build up electricity, and quickly run to the door:

http://tinyurl.com/yj8n5rl

You should be able to get through the door just as the electricity runs out.

Once you get through the door, you'll see two blue chests, but you can't open them yet. Head on up for some dialogue and a boss fight. You'll fight the spirit of thunder, Volt.

--#028 Volt-----

HP: 28,000 TP: 3000 EXP: 5656 Gald: 43,210

Attack: 385 Defense: 185 Agility: 30

Elemental Defense: Earth (May Nullify), Water (Somewhat Weak), Thunder (Absorb

More), Light (Very Strong)
Elemental Attack: Thunder

Dropped Items: Emerald Ring

--#043 Carcass-----

HP: 2760 TP: 0 EXP: 273 Gald: 890 Attack: 155 Defense: 71 Agility: 55

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Liqueur Bottle

--#135 Hatamoto-----

HP: 6700 TP: 0 EXP: 369 Gald: 2468 Attack: 320 Defense: 110 Agility: 50

Dropped Items: Rice, Damascus Sword

Stolen Item: Incense

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Recommended level: 39-40

A pretty easy battle. Volt can cast Thunder Blade, and although it's an outdated spell by this point, he can cast it fairly fast. Equip Holy Cloaks on Mint and/or Klarth, the Sardonyx Pact Ring on Klarth, and Reflect Rings on everyone else if you want to protect against it and his physical attacks.

Depending on who you have in the party, Arche should cast God Breath, Chester should use Roaring Thunder to clear up the enemies, then use Ice Fang on Volt, and Klarth should use Luna, Maxwell, or Undine. Volt absorbs electricity, so Roaring Thunder and Thunder Claw and any Ogis with it should be avoided. On the same note, he's also weak to water so Ice Fang and Undine will do more damage. Just use Roaring Kick, Tiger Fang/Demonic Fangs, or any of your other favorite skills to keep him in the corner while your other characters tear him apart. He shouldn't take too long to take down.

Volt drops another Emerald Ring when he's defeated.

After the battle, some dialogue and Klarth will be able to summon Volt. If you go back down, some funny dialogue and you'll get to open up the two blue chests for an <<Emerald Ring>> and a <<Star Cloak>>. With this Emerald Ring, you have enough Fairy Rings for three characters, so TP should never be a problem again. Star Cloak is the best defense armor for Mint, Klarth, and Arche, with a resistance to non-elemental and water-elemental spells.

Go back down and use the emergency exit to leave Volt's Cave. Head back to the Euclid Academy of Science, and Stanley will give you the <<Wing Pack>> key item and explain how to pilot the Rhea-Birds. The sky is your only limit in exploring the world now! You're probably itching to explore the world, but for now, just head to Alvanista.

```
Х
--Treasure-----
 Ticket, Songstress Title (Mint), Fired-Up Mach Bastard Title (Chester),
 (c) Special Flag, Star Cloak, Fish Hot Pot Recipe, Ogi: Demonic Storm (6000
 Gald)*, Star Beret, Basilisk Scale, Miracle Gummi, Ogi: Claw Kick (18,000
 Gald)*, Tractor Beam Spellbook (4000 Gald)*, Thunder Blade Spellbook (12,000
 Gald) *
 *If you didn't get them it in the Past
--Shops-----
                 Weapon Shop <<Rhyme>>
 Damascus Sword...34,800
                     Sinclair......49,800
                                         Destroyer......80,000
 Holy Sword......88,800 Bardiche.........2980 Hard Cleaver.....65,530
 Sadain Glaive....50,560 Mech Halberd.....22,000
                                         Poleaxe......65,140
 Composite Bow.....7000 Cranequin......7000
                                         Ruby Wand.....1240
 Holy Staff.......6000 Deck Brush......600
                 Grocer <<Stuffed>>
 Chicken......40
                     Beef.....64
                                         Cheese.....40
                     Egg......20
                                         Bread.....20
 Rice.....32
                     Dried Seaweed.....16
                                         Carrot.....150
 Apple.....40
                     Banana.....190
 Strawberry.....220
                                         Tuna.....240
                     Sardines.....100
 Mackerel.....140
                                         Konjac.....300
                 Accessory Shop <<Calendar>>
                     Leather Mantle.....100
                                         Thief's Mantle....2000
 Heavy Boots.....1040
 Stone Check.....46,200
                     Talisman......2000
                                         Paralysis Check..27,200
 Poison Check......6200 Rabbit's Foot......200
                                         White Mist.....5000
 Fight Symbol.....7200
                     Attack Symbol....10,000
                                         Holy Symbol....100,000
 Mystic Symbol...674,100
                     Silver Shawl.....3030
                 Item Shop <<Houttuynia>>
 Apple Gummi......60
                     Orange Gummi.....200
                                         Mixed Gummi......1000
 Panacea Bottle.....350 Life Bottle.....300
                                        Flare Bottle......150
 Liqueur Bottle.....60
                     Holy Bottle.....80
                                         Dark Bottle.....20
 Rune Bottle.....3500
                     Spectacles.....10
                 Equipment Shop <<Rhyme>>
 Plate Mail.....24,500
                                         Holy Cloak......56,000
                     Mithril Plate....50,000
 Mithril Mesh....30,000
                                         Fine Shield.....15,800
                     Fight Shield.....1150
 Armet Helm.....1320
                     Cross Helm......5000
                                         Straw Hat.....1420
 Fine Beret.......3600
                     Pretty Ribbon.....4000
                                         Gauntlets.....1200
 Mithril Gloves...10,000
                    Kitchen Mittens.....300
--[MISSABLE ALERT!]-------
 (Before Suzu joins): !Ticket!, !Songstress Title (Mint)!
```

x Kingdom of Alvanista.....[TOPW\_AL4] x

Talk to the local to the right of the house across the street from the inn. They'll give you information on Aska, the spirit of light. This is needed for forming a pact with it a bit later in the game.

Talk to the local on the building across the street from the armor shop to learn about the Ninja Village. This is also needed for another sidequest later on and an optional party member.

A new chest behind the crab at the docks. If you have the patience, this time you can get another Star Cloak out of the chest. But you'll get more than enough of these for everyone who can equip them throughout the game, so it's still not worth the frustration. [UPDATE: According to Hatori-kun, this chest might still contain a Lavendar if you already opened it in the Past. If you also obtained a Lavendar from it, please e-mail me to let me know if you also opened it in the past or not.] [UPDATE 2: According to lord\_zero82, he got a Sage from the chest after opening it in the past, so I'm not really sure what's the deal with this chest is.]

If you missed the Ogi Text for <<Demonic Storm>> in the past, you can buy it from the drunken soldier in the Adventuruer's Guild still.

--Mach Race Redux-----

You can compete in the Mach Race again, but with Chester this time. This Mach Boy is even faster than the first, at least when he travels horizontally. You really have to do the race near flawlessly in order to win this time; remember to always go diagonally whenever possible to gain distance. Once again, there are four prizes, but you can only win up to three: Tapestry, Wall Break, ?Bow (Flare Spread), and ?Bow (Long Selfbow). Tapestry is another Valuable; you can make almost 100,000 Gald if you sell it in Euclid's item shop. Wall Break is an accessory that gives a 50% chance to nullify Earth attacks, and the Flare Spread is a very nice Fire elemental bow for Chester. You can get one more Wall Break for free somewhere else in the game, so if you care about nullifying Earth damage, you might want to get at least one here. Otherwise I'd definitely recommend the Tapestries for the free cash. Also, the second time you win the race, you'll get the (c) Special Flag collectible.

Video example: https://www.youtube.com/watch?v=15yxAkvwwX0

--Shopping------

The Destroyer is an interesting new weapon. It has pretty high Slash, and increase your critical rate when it's equipped. The Holy Sword is a great balanced weapon, and it's Light elemental. Ignore the Hard Cleaver and Sadain Glaive since Destroyer and Holy Sword are better than them. The Poleaxe is also strong, with 800 Slash and very low Thrust, but no other interesting properties. As far as armor, you can buy two Mithril Plates for Cless and Chester if you want, or you can always wait until later for even better armor.

--[MISSABLE ALERT!]--Yo-Mi's Concert-----

If you talk the bartender in the Adventurer's Guild, you can hear Sakuraba the Fifth play the piano solo again. Also, if you spend 2001 Gald or more at the item shop, you can recieve the Ticket item. It'll let you see a concert by Yo-Mi, the singer of the game's theme song, in the Adventurer's Guild. If you can't get the concert to appear, try exiting and then re-entering the town, and doing any skits you haven't seen yet. After you've seen the concert, exit the town and do a skit to hear Mint singing. She'll gain the <<Songstress>> title.

\_\_\_\_\_

If you talk to the chef in the grocer, you can learn the <<Fish Hot Pot>> recipe.

To move on with the game, try and enter the castle for an event. You'll be reunited with Lundgrom and have a conversation with the king and queen. Afterwards, you'll be free to explore the castle. On the second floor, you can talk to the swordsman to buy the Ogi Text for <<Claw Kick>> for 18,000 Gald if you didn't get it in the Past.

--The Button Game-----

Also on the second floor, you can play a button pressing game with the Ishitori Master's descendant, the Button Master. You have to memorize and press the sequence of buttons he tells you in order to win. The first time you win, you can receive either a Star Beret, the best headgear for Chester, Mint, and Klarth, or some Pretty Mittens for Mint and Arche, depending on your time. The second time, you'll receive a Basilisk's Scale. Every time after that, you'll receive a Miracle Gummi. [UPDATE: According to Hans, you can get different medicines from this button game depending on how long you take to press the buttons. You have 10 seconds, and if you take more than 5 seconds, you can get herbs like Sage, Savory, etc.]

-----

Anyway, head to the Sorcery Lab and talk to all the people for information on the Three Great Artifacts and Origin. The Sword of Ice is somewhere in the Ancient Civilization of Fenrir, where the City of Freezekiel now is. The Sword of Fire is somewhere in the Ancient Civilization of Odin, where the volcanic zone in Freyland now is. Origin, who can recombine the items into the Eternal Sword, is said to live in the Treant Forest. And the Diamond Pact Ring you already have from Thor.

If you missed the spellbooks for <<Tractor Beam>> and <<Thunder Blade>>, you can buy them from the black robed woman in the Sorcery Lab still.

Like the search for the summon spirits earlier in the game, this next part of the game is non-linear. You can search for the Great Artifacts in any order you like, but this walkthrough will go in my personal recommended order. However, unlike last time, there's lots of optional stuff to do since you can explore the world with the Rhea-Birds. I heavily recommend doing the optional stuff first, since the items, skills, and even new party member will help for the stuff to come.

If you want to do the optional stuff, just keep reading.

If you want to search for the Sword of Fire	
Tower of Flames[TOPW_TOF	]
If you want to search for the Sword of Ice	
City of Freezekiel[TOPW_COF Cavern of Ice[TOPW_COI	
If you want to find Origin	

Treant Forest (3)[TOPW_TF3]
***************************************
<pre>x x Backtracking: Edward's Mansion (2)</pre>
x xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Treasure
Ogi: Phoenix Storm*, Drum Set
*If you didn't get it in the Past
***************************************
Edward's Mansion has become a Sorcery Institute in the future. If you talk to the chef inside, you can get a explanation on what recipes the party is good at. You can examine the bed on the second floor for a < <drum set="">&gt;, which lets you play the drums if you use it in the item menu. Otherwise, nothing else here but NPC chatter.</drum>
If you missed the Ogi Text for < <phoenix storm="">&gt; in the past, you can get it from the traveler in the tent southwest of the mansion still.</phoenix>
**************************************
x Backtracking: White Birch Forest (2) (Optional)[TOPWS_WF2] x
***************************************
Treasure
Cordyceps x6
For the first part of our little world tour, revisit the White Birch Forest. You can collect some more Cordyceps for some free cash here.
From the entrance, go right, down, down, left (< <cordyceps>&gt;), right, down (&lt;<cordyceps>&gt;), up, right (&lt;<cordyceps>&gt; behind a rock), down, (&lt;<cordyceps>&gt;), up, up, up, right (&lt;<cordyceps>&gt;), left, down, right, right, and right for a final &lt;<cordyceps>&gt;. Leave the White Birch Forest and make way to our next stop, the Ymir Forest.</cordyceps></cordyceps></cordyceps></cordyceps></cordyceps></cordyceps>
**************************************
x Recruiting Suzu: Ymir and Elven Village (2) (Optional)[TOPWS_RS1] x
***************************************
Treasure
Star Broom, Mother's Gloves, Elven Bow, Fruit Parfait Recipe
Enemies

(Ymir region World Map): #048 Killer Bee, #089 Scavenger, #105 Chirp Chirp

(Ymir Forest): #048 Killer Bee, #121 Treant, #222 Giant Mayfly, #223 Giant Lizard

--Shops-----

# Item Shop <<Sunset>>

Elven Boots4000	Thief's Mantle2000	Elven Mantle9560
Stone Check46,200	Talisman2000	Paralysis Check27,200
Poison Check6200	White Mist5000	Fight Symbol7200
Attack Symbol10,000	Holy Symbol100,000	Mystic Symbol674,100
Silver Shawl3030	Wonder Broom12,000	Witch Dress100,000

## Grocer <<Red Shelves>>

Apple40	Lemon160	Strawberry220
Banana190	Pineapple430	Melon3000
Grapes250	Mangosteen640	Prune500
Carrot150	Cabbage40	Lettuce110
Cucumber90	Potato250	Tomato190
Onion210	Milk30	Cheese40

# Item Shop <<Silent Song>>

Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
Liqueur Bottle60	Holy Bottle80	Dark Bottle20
Rune Bottle3500	Spectacles10	

## 

Surely you remember Suzu, the young ninja girl from Volt's Cave? These next sidequests are the steps to get her to actually join the party. Before heading to Ymir, make sure you talked to the man on the roof of the house in Alvanista to learn about the Ninja Village. Doing this opens up the village in the Treant Forest.

If you missed the Ogi Text for Roaring Kick in the past, you can buy it for 12,000 Gald from the traveler in the tent southwest of Moria still.

Near Ymir, you can meet the traveling mimics again. This time they have new impersonations.

If you enter Ymir, Arche will have to leave the party temporarily and stay by the entrance.

No new treasures and the enemies are just upgraded versions of the ones in the past, so just head to the Elven Village.

--Fixing Chester's Bow and Other Good Stuff-----

If you head to the Bow Shop <<Twilight>>, and talk to the bowyer, he'll repair Chester's Bow for 20,000 Gald. You'll have to spend the night at the inn before it's repaired though. When you talk to the innkeeper, she'll give you the <<Star Broom>> and <<Mother's Gloves>> for Arche. Star Broom is her best weapon, and while the Mother's Gloves don't have the best defense, they have the most elemental resistances. Also, if you talk to Brambard, you can get some

accuracy. --Shopping-----For equipment, the only thing noteworthy here is the Witch's Dress for Arche. It has a little less defense than the Star Cloak, but more elemental resistances like the Mother's Gloves. Talk to the chef in the grocer to learn the <<Fruit Parfait>> recipe. Then talk to him again to get the <<Vegetable Salad>> recipe. Enter the Treant Forest to make your way to the Ninja Village. x Recruiting Suzu: Treant Forest (2), Ninja Village (Optional)....[TOPWS RS2] x --Treasure------Ogi: Roaring Kick (12,000 Gald\*, BOING Title (Mint), Little Kid Title (Arche), Muramasa, Ukiyo-e (30,000 Gald)\*, Miso Oden Recipe, Miso (80,000 Gald) \*\*, Duplication Patch, ?Book (Seven Books of Hsan), Mask, Nagatsuki, ?Sword (Doom Blade), 40,000 Gald, Ebony Wood, Blue Crystal Rod\*\*, Earthquake Spellbook, Pervert King Title (Chester) \*If you didn't get it in the past \*\*Can only purchase once \*\*\*Costs 80,000 Gald, can only hold one at a time \*\*\*\*One of the nine items of Ishtar --Enemies-----#008 Alraune, #053 Grizzly, #121 Treant, #209 Ranger, #222 Giant Mayfly --Shops-----Ninja Shop <<Mashed Potatoes>> Vanguard.....180,000 Ninto Ayame.....100,000 Kisaragi......22,500 Hood......2400 Manji Symbol....124,000 Yayoi.....125,000 Water-Spider.....8000 Apple Gummi......60 Orange Gummi......200 Life Bottle.....300 Mixed Gummi.......1000 Panacea Bottle.....350 Flare Bottle......150 Liqueur Bottle......60 Holy Bottle.......80 Dark Bottle......3500 Rope......100 Apple.....40 Dried Seaweed......16 --[MISSABLE ALERT!]------!Pervert King Title (Chester)!

more story regarding the Half-Elves. Go back to the bowyer, and you can get the

<<Elven Bow>> for Chester, his best bow so far, with insane attack and

--Random encounters, strategies-----

Even more palette swapped enemies, you know how to handle them. Alraunes drop Cordyceps, Grizzlies drop Pelts, and Rangers drop ?Bows (Sand Spread), a nice Earth elemental bow for Chester that sells for 53,600 Gald. The game sure doesn't spare any opportunity to throw money at us.

\_\_\_\_\_\_

No new treasures in the forest, so just search for the Ninja Village. From the save point, go up, up, left, left, left, up, up, and up. You'll go through a dialogue with Suzu and enter the Ninja Village. Arche will rejoin the party.

You'll go through a funny event and meet Suzu's grandfather, Ranzou. Afterwards, another funny scene at the hot springs. Mint and Arche will get the <<BOING>> and <<Little Kid>> titles respectively. Another event, and you'll get the <<Muramasa>> sword for Cless. It has high slash and excellent accuracy.

In one of the rooms in Ranzou's house, you can find a starving artist. You can buy an <<Ukiyo-e>> from him for 30,000 Gald. You can sell this for about 75,000 Gald in Alvanista, or about 85,000 Gald in Early, a later town.

In the house on the east side of the village, you can talk to Ofuyu in the lower right room. She'll teach you the recipe for <<Miso Oden>>. Miso Oden is made of six ingredients, five of which you can simply buy. But the last, <<Miso>>, can only be bought in the Ninja Village from Ofuyu for 80,000 Gald each.

In the lower left corner of the village, you'll find a blue chest in a patch of crops. There's two chickens here, who like our good pal the crab, walk around randomly in a path one tile wide. However, this chest is much easier to get than the one in Alvanista. All you have to do is wait for the chicken on the right to walk out of its spot, then quickly go into the spot it was standing on:

http://tinyurl.com/yfjq2y8

Then you just have to wait for the chickens to walk down the path below, and open up the chest. It contains a <<Duplication Patch>> accessory that anyone can equip. It's a novelty accessory that makes shadow after-images appear for the character that equips it in battle. Try it on Cless and use an Ogi, he'll have even more shadows!

--Shopping------

For weapons, you might want to purchase the Ninto Ayame for when Suzu joins. Ignore the Vanguard unless you like spears, you'll be getting much better weapons than it soon. The Manji Symbol is a worthy accessory, increasing Accuracy by 50, a substantial boost. The Water Spider boots give a 50% chance to nullify Water elemental damage. You can buy as many as you want, so that's complete Water protection for the entire party.

Also, be sure to sell any Cordyceps you have here, they sell for 30,600 Gald apiece! If you still have the 12 from searching the Unicorn's forest twice, you could sell them all for a total of 367,200 Gald!

\_\_\_\_\_\_

If you exit from the top, left, or right paths from the village you can explore a section of the Treant Forest from the Ninja Village side. Exit from the left

side, and go left. There'll be paths to above, below, and to the left. Take the path below. There'll be a blue chest with a <<?Book (Seven Books of Hsan)>> for Klarth, somewhat hidden by the scenery:

http://tinyurl.com/yfadyez

Go back and take the path above. Two paths to the right and one up above. Take the path up and open up the chest for a <<Mask>> for Suzu:

http://tinyurl.com/ykfjrpt

Go back and take the upper path to the east. Go right twice, and open up the chest behind the tree for a Nagatsuki:

http://tinyurl.com/yj5uwrm

Head right again, and then go up. Open up the hidden chest for a ?Sword (Doom Blade). It has incredible attack power, but is Dark elemental, so many enemies might nullify or absorb it:

http://tinyurl.com/yl7kg8v

Go back and head down. You'll be back in the Ninja Village. Now take the right path out of the village for another section of the forest. There'll be paths to above, down, and to the right. Take the upper path for a chest with <<Ebony Wood>>. It'll sell for over 40,000 Gald in Venezia. Go back and take the south path for a chest with the <<Blue Crystal Rod>> for Mint. It's her highest attack power staff, and one of the nine items of Ishtar. Go back and go right for a chest with the <<Earthquake>> spellbook for Arche.

That's all for the Ninja Village. To complete Suzu's sidequest, you'll have to go back to Euclid. When you leave the Ninja Village, Suzu can warp you to back to the Treant Forest, Elven Village, or Ymir Forest entrance. After leaving Ymir, do a skit to get Chester's <<Pervert King>> title.

Suzu's parents have been sighted around Euclid, so head back there. You'll have to enter the arena in order to continue this sidequest. If you're around level 40, have up-to-date equipment, and have been feeding Cless the red herbs you've found throughout the game you should be adequately prepared for it. I recommend equipping Cless with the Muramasa for his weapon, and the Fairy Ring and Technical Ring for his accessories. If you don't use the Technical Ring, you can use a Moon Crystal, Black Onyx, Manji Symbol, Fight Symbol, Jet Boots, or some other good accessory instead.

Enter the castle and head to the left on the first floor. Talk to the soldier to enter the tournament. You'll have to fight a Skeleton, Kraken, Mandrake, Boar Boar, Chevalier, Mighty Oak, Clay Golem, and Basilisk King, in that order. The only ones to watch out for are the Mandrake and Basilisk King, since they can petrify you. Use a Liqueur Bottle for them just in case. Most of the enemies can be jump attacked to death with Manual mode regardless, except the Clay Golem and Basilisk King, since they can nullify physical attacks. Just use Thunder Claw-> your favorite Ogi to beat them down instead.

After you beat all the enemies, some dialogue and you'll have to fight a boss battle.

x BOSS: Okiyo and Dozo

--#033 Okiyo-----

HP: 15,500 TP: 0 EXP: 6000 Gald: 5000 Attack: 450 Defense: 200 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Very Strong)

Elemental Attack: Darkness

Dropped Items: Ukiyo-e

--#113 Dozo-----

HP: 28,500 TP: 0 EXP: 9000 Gald: 5000 Attack: 500 Defense: 230 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Very Strong)

Elemental Attack: Darkness

Dropped Items: Shamisen

\_\_\_\_\_\_

Recommended Level: 40-45

Like the ninjas in Volt's Cave, this fight doesn't have to be won, and it's very possible to lose if you're unprepared. Manual mode and Normal difficulty are again recommended if you want to win without frustration.

The battle starts with them on both sides. Okiyo will rush at you while Dozo will throw a shuriken. Run to the left and get behind Okiyo, then attack her with Tiger Fang/Demonic Fangs or Roaring Kick to push her back. If you can get both of them in the corner the battle will become much easier. Use moves like Demonic Fangs, Shining Strike, or Claw Storm to keep them under control, and once Okiyo is gone, you can just jump-and-slash Dozo until he dies. If you lose control don't neglect to use an Hourglass or Chronoglass and Apple Gummis to heal. Flare Bottles and Concentrate will help to make the battle faster as well.

If you win, Dozo drops a Shamisen and Okiyo drops an Ukiyo-e. The Shamisen is yet another salable item; you can sell it for almost 100,000 Gald at Olive Village.

Whether you win or lose, afterwards there'll be a scene. To finish this sidequest, you'll have to return to the Ninja Village. If you still want to challenge the arena, visit section [TOPWS EUA].

Х	Recruiting	Suzu:	Ninja	Village	(2)	(Optional)[TOPWS_RS4]	Х
Х							Х

--Treasure-----

Ogi: Claw Slash, Muscle Man Title (Chester), Channeling, Future Leader Title (Suzu)

### 

To reach the Ninja Village again, from the save point, go up, up, up, left, left, up, up, and up. Approach Suzu to enter the Ninja Village and have Arche rejoin.

Enter the Village Leader's House and talk to Ranzo. Some dialogue, and he'll give you the Ogi: <<Claw Slash>>. It's a combination of Thunder Claw and Tiger Fang.

Suzu will then join the party and you can rename her. You'll go through another hot springs scene, and Chester will receive the <<Muscle Man>> title.

Afterwards, talk to Ranzo to receive another <<Channeling>> and learn about the Cave of Ordeals inside the village. It's inside the well near Ranzo's house, but you can't enter it until Suzu learns at least one more skill. See section [TOPWS\_COO] for more details. After exiting the house, talk to Oshizu near the save point outside for Suzu's <<Future Leader>> title.

--Newcomer: Suzu------

As for your new party member, Suzu, she's a neat melee character. She can attack well from up close or at long range, has three different normal attacks, and is overall quite fun to play as. Unfortunately she doesn't start with that many skills, has subpar equipment for awhile, and comes in at a lower level than the rest of the party, but she'll catch up just like Chester.

Suzu starts out with the Replication, Unknown Fire, Fox Drop, and Leaf Clover Abilities. Replication creates mirror images of Suzu that give her extra hits to her normal attacks, effectively doubling their damage. However, she can't use any other abilities while it's in effect. Unknown Fire attempts to steal an item from the enemy if they have one available. If you've been wondering how to fill out that "Stolen Item" column in the Monster Encyclopedia, well, now you know. Leaf Clover allows you to escape from battle anywhere on the field, but since its charge time is the same as running away normally, it's not that useful. Fox Drop has Suzu leap down and spin on the enemy with her sword; great move for stunlocking if you use it with other characters' skills.

Suzu doesn't learn any abilities from leveling, but rather gets them from scrolls like Cless's Ogi Texts. She can get the scrolls from chests or from traveling ninja hidden throughout the world.

-----

That's it for this sidequest. Leave the Ninja Village from the bottom path, and Suzu will offer to warp you to Treant, Elven Village, or Ymir. A ninja in the Elven Village will offer to warp you back to the Ninja Village by talking to him as well.

Now that you have your final party member, let's take some time to finish the rest of the optional stuff before moving on with the story. Let's revisit some old areas in the past with the Rhea-Birds.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
X X
x Backtracking: Lone Valley (2) (Optional)[TOPWS LO2] x
x
***************************************
Treasure
Gratin Recipe, Stone Blast Spellbook*, Ice Tornado Spellbook*, Rebirth Doll, White Mist, Elven Boots, Amethyst Pact Ring, Whirlwind Scroll
Enemies
#100 Siren, #105 Chirp Chirp, #117 Dragonewt, #122 Troll, #157 Bloodsucker, #212 Wight
***************************************
Talk to the chef inside the cabin to recieve the < <gratin>&gt; recipe. If you missed the spellbooks for &lt;<stone blast="">&gt; or &lt;<ice tornado="">&gt; in the past, you can get them in the bookshelves in the cabin as well.</ice></stone></gratin>
If you missed the Dragonewt entry in the past, you can encounter them again inside the cave.
No more obstacles here, so it's much easier to explore. On the bottom floor where the miasma was in the past, there's a chest with a < <rebirth doll="">&gt; near the center. On the right side are two chests with &lt;<white mist="">&gt; and &lt;<elven boots="">&gt;. On the left side is a blue chest with the &lt;<amethyst>&gt; Pact Ring. This is needed for an optional summon Klarth can obtain later.</amethyst></elven></white></rebirth>
If you recruited Suzu, go back to where you formed a pact with Sylph. You can meet a ninja who'll teach her the < <whirlwind>&gt; skill for 53,00 Gald. This is one of her best skills, doing a ton of hits for wind elemental damage. Hold it on a shortcut button along with Chester's Roaring Thunder and most random battles will be trivial for the rest of the game.</whirlwind>
**************************************
x Backtracking: Cave of the Spirits (2) (Optional)[TOPWS_CS2] x
X X
***************************************
Treasure
Sapphire Pact Ring
Enemies
#009 Arch Demon, #124 Nightwing, #160 Blive, #214 AC Roper
***************************************

On the bottom floor where you formed a pact with Gnome, check the once empty

Arch Demons drop the ?Bow (Gale Spread), a great wind-elemental bow for

Chester; also sells for a good sum of Gald.

needed for obtaining another optional summon spirit later in the game. \* x Backtracking: Forest of the Spirits (4) (Optional)......[TOPWS FS3] x \* --Enemies-----#048 Killer Bee, #049 King Cobra, #166 Predator No new treasures here, just an optional story scene that's easy to miss. Approach Yggdrasil for a scene with Martel, and that's all. x Backtracking: Demeter's Island (2) (Optional)......[TOPWS DM2] x Tempest Spellbook --Enemies-----#020 Viper, #079 Shaitan, #097 Specter, #118 Dragontooth Yes, Demeter's mansion is still around, even after all this time. To find Demeter's Island, go northwest of Euclid. --Random encounters-----If you missed the Viper and Dragontooth entries in the Monster Encyclopedia, you can encounter them again here. You can find the Vipers in the room where the Orcrots were. Of our latest random encounter pallette swaps, the Specters can be fairly dangerous. They can cast the lethal Tempest spell, which is bad news for the party if they get off two or more in a row so knock them out of the air before they can cast. \_\_\_\_\_\_ If you go all the way back to the room where you fought Demeter, you can find a chest with the <<Tempest>> Spellbook for Arche. 

room to the left. Now it has a blue chest with a <<Sapphire> Pact Ring. It increases Klarth's defense by 20, fairly helpful. Like you'd guess, it's also

x x
************************************
Treasure
XX Cook Title (Arche), Onion, Carrot, Cabbage, Pork, Beef Hot Pot Recipe, ?Bow (Aqua Spread), Dash Ring, Maelstrom Spellbook
Enemies
#004 Aqua Dragon, #017 Evil Star, #157 Bloodsucker, #215 Giant Squid
***************************************
To revisit the Corroded Grotto, head to the island northwest of Venezia.
As soon as you enter, some dialogue. If you say yes, you'll get a funny scene. You'll learn Arche's Special Recipeor not. Arche will get the < <xx cook="">&gt; title.</xx>
Open up all the sacks on the dock for < <onion>&gt;, &lt;<carrot>&gt;, and &lt;<cabbage>&gt;, and open up the chest for some &lt;<pork>&gt;. Then talk to the chef to learn the &lt;<beef hot="" pot="">&gt; recipe. Head up to re-enter the Corroded Grotto.</beef></pork></cabbage></carrot></onion>
Random encounters
Evil Stars drop Coral, and Aqua Dragons drop the ?Bow (Aqua Spread), a great water-elemental bow for Chester. You find one in this dungeon for free, but at least if you get more you can sell them for 70,000 Gald apiece.
The room in the right pool in the room before you fought Undine has a chest with a < Bow (Aqua Spread) >. The room in the left pool has a chest with a < <dash ring="">&gt; accessory. The Dash Ring lets you control your dashing in battle, but since the Technical Ring lets you do that along with the benefits of Manual mode, it's kind of useless. The room where you formed a pact with Undine contains a chest with the &lt;<maelstrom>&gt; spellbook for Arche.</maelstrom></dash>
***************************************
x x Backtracking: Ancient City, Thor (2) (Optional)[TOPWS_AT2] x x
***************************************
Treasure
Fruit Punch Recipe, GROOVY Title (Arche), Common Key, Aska Summon
Enemies
#082 Jann, #191 Merman, #201 Living Sword, #230 2SH, #231 300R, #233 4400R
***************************************
Thor is north of Venezia (or northeast of the Corroded Grotto). Before entering it, make sure you talked to the local in Alvanista to learn about Aska.

The building in the northeast section is now unlocked. You can talk to the

Chefbot on the left to learn the <<Fruit Punch>> recipe. To the right, you can talk to ROBO to see a recording of Tamura (another of the game's composers) playing some funky music.

In the middle, the bartender robot gives you a number of television channel selections. If you pick the first option, can play a minigame called GROOVY Arche; a Gradius-style shoot-em-up starring Arche of course. If you score 200,000 points or more, you can get the <<GROOVY>> title for Arche. The second, third, and fourth options give you some background story on what Thor was like in the past.

The right door of the building near the entrance still has the Supply Robo. He'll give you as many Apple Gummis, Orange Gummis, Life Bottles, and Panacea Bottles as you can carry still. The left door leads to the Common Room again. Once again you have to find the Common Key in one of the blue chests. In the Mother Computer room, visit the OS and pick the third option. After an event, Klarth will be able to summon <<Aska>>. Aska is a great Light elemental summon, doing about 4-5000 damage to all enemies on screen, even if the enemy isn't weak against Light!

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	<pre>ge (3) (Optional)  xxxxxxxxxxxxxxxxxxxxxxxxxxx</pre>	x[TOPWS_OV3] x x xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
King, #110 Desert Fly, #1		
Sinclair	Destroyer80,000 Bardiche2980 Mech Halberd22,000 Cranequin7000 Plate Mail24,500 Mithril Mesh30,000 Armet Helm1320 Fine Beret3600 Mithril Gloves10,000	Holy Sword88,000 Hard Cleaver65,530 Poleaxe65,140 Ruby Wand1240 Mithril Plate50,000 Fight Shield1150 Cross Helm5000 Pretty Ribbon7500 Kitchen Mittens300
Heavy Boots1040 Stone Check46,200 Poison Check6200 Fight Symbol7200 Mystic Symbol674,100	Leather Mantle100 Talisman2000 Rabbit's Foot200 Attack Symbol10,000 Silver Shawl3030	Thief's Mantle2000 Paralysis Check27,200 White Mist5000 Holy Symbol100,000

Chicken	Beef	Pork
Cheese40	Carrot150	Potato250
Onion210	Apple40	Pineapple430
Mangosteen640	Prune500	
Item	Shop < <yago>&gt;</yago>	
Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
Liqueur Bottle60	Holy Bottle80	Dark Bottle20
Rune Bottle3500	Spectacles10	
*******	*******	xxxxxxxxxxxxxxxxxxxxxxx
Nothing much new in Olive V item shop and a house, he'l outside the Grocer, you can Tooth>> Title; you can also again and he'll teach you to	l sell you Eggs for 20 Gal go through a scene and Su see a special skit outsid	d. If you talk to the Chef azu will get the < <sweet after="" de="" him<="" talk="" td="" this.="" to=""></sweet>
If you didn't open the door will still be there. Though worth getting is the Pretty	, by this point in the gam	
For equipment, the only thi elemental sword. However, y later in the story, so ther	ou'll be finding a much be	etter Fire elemental sword
The oasis southeast of Oliv < <phoenix talons="">&gt; for 40,0 Tiger Fang. If you visit th continent), you can trade y Collector there.</phoenix>	00 Gald. It's a combination of the combination of the north (near	on of Burning Phoenix and the bridge to Midgard
******	******	
x x Backtracking: Cave of the	Burning Sands (2) (Option	x nal)[TOPWS_CB2] x
x xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	*******	x xxxxxxxxxxxxxxxxxxxxxxxxx
Treasure		
Red Spider Lily Scroll OR	. ?Sword (Flare Basilard)*	
*If you buy Red Spider Li contains a Flare Basilard	ly from the Ninja in Tower instead	of Flame, the chest
Enemies		
#013 Ignis Fatuus, #021 V	ulcan, #117 Dragonewt, #16	64 Flame Jii
xxxxxxxxxxxxxxxxxxxxxxxxxxxxx	******	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

If you missed the Dragonewt entry in the past, you can also encounter it again here.

Head to the room where you fought Efreet, and open up the blue chest for the <<Red Spider Lily>> scroll for Suzu if she's in the party. This is a great skill that shoots out up to three flaming throwing stars. It's great for long range or flying enemies, and it's the perfect skill to keep Suzu safe or set up combos since it pushes back and launches enemies.

You can also buy it in a later dungeon instead for 530,000 Gald, but I don't recommend wasting so much money when you can find it for free here. If you do buy it later on, the blue chest here will contain a <<?Sword (Flare Basilard)>> instead, which you can simply buy at Olive Village for just 140,000 Gald.

x

x Backtracking: Tower of the Zodiac (2) (Optional)......[TOPWS\_TZ2] x

x x

--Treasure-----

Ogi: Demonic Strike\*, Thunderbolt Scroll OR ?Sword (Luck Blade)\*

\*If you didn't get it in the Past

\*\*If you buy Thunderbolt from the ninja in Volt's Cave, the chest contains a Luck Blade instead

--Enemies-----

#066 Gold Dragon, #068 Psychic, #125 Nightmare, #142 Bishop, #155 Black
Knight, #192 Mithril Golem

If you missed the Ogi Text for <<Demonic Strike>> in the past, you can get it from the traveler in the tent southwest of the tower still.

--Random encounters-----

Lots of nice enemy drops here. Gold Dragons drop a ton of Gald, as well as a ?Sword (Holy Sword). Black Knights drop ?Spears (Arc Wind). Mithril Golems drop Mithril Gloves and Plates. You can steal Marble from Mithril Golems (sell for about 70,000 Gald in Alvanista) and Mercury from Psychics (sells for about 60,000 Gald in Euclid). Even more free money! [UPDATE: The Golden Dragons only appear in rooms that have or had treasure chests in them, and they are also a rare encounter.]

\_\_\_\_\_\_

To get to the top floor again, play the following songs:

Floor 2: "Opening Fire" (west path, door on the left)

Floor 3: "Arche" (south path, second door from the left

Floor 4: "Mystic Forest" (west path, door on the left)

Floor 5: "Dark Cave" (south path, second door from the right)

Floor 6: "Opening Fire" (east path, door on the right)

If you have Suzu in the party, on the top floor there'll be a chest with the <<Thunderbolt>> scroll for her. It's a nice technique for aerial enemies, or

just interrupting enemies in general.

You can also buy it for 530,000 Gald at Volt's Cave (where you fought Volt), and if you do, the chest will contain a <<?Sword (Luck Blade)>> instead. It has 800 Slash and Thrust and gives an 80 increase to Accuracy and Luck. More worth the price, but you'll still be finding one for free later in the game, so don't be too quick to empty your bank account.

***************************************	XX
X	X
x The Cave of Ordeals (Optional)[TOPWS_COO]	Х
X	X
***************************************	XX
Treasure	
Ninto Koroyuri, Shinobi Title (Suzu)	
Enemies	
#065 Kosuke, #087 Jinpachi, #084 Juzo, #069 Saizo, #072 Sasuke	

### 

Once you've found at least one of Suzu's ninja techniques, you can return to the Ninja Village to go through Suzu's rite of succession. Go down the well to the right of Ranzo's house (make sure you have a Rope, and go down from the top of the well) to enter the Cave of Ordeals.

Here you'll have to fight five battles in a row against some ninja, with Suzu alone. The battles get progressively harder each time; though the same basic strategy applies to each of them. You'll also be asked different questions that determine what message Suzu will get at the end of the ordeal, depending on if you answered them all "correctly", got some of them "correct" and "incorrect", or answered them all "incorrectly". If you leave the cave, the ninjas will respawn, so you have to beat them all in one go. If you care about the Monster Encyclopedia, make sure to get all of the entries here, including any stolen items, since they won't reappear after you clear the cave.

If you find the cave too hard, you can always come back later in the game to do it. I actually recommend waiting until you've at least done the next few dungeons before attempting it, as the last fights can be difficult. Though, wait too long, and the prize for completing it may not be as useful. Make sure Suzu has the best weapons and armor she can equip, and the Claw Gauntlets if you have them. For accessories, the Fairy Ring and Technical Ring are recommended again. Definitely make sure you have the Red Spider Lily, Thunderbolt, and Whirlwind skills. Also make sure to have a full stock of Gummis, Panacea Bottles, and Flare Bottles, since Suzu's weapons have pretty low attack power.

In the first room, head down towards the stairs. You'll be stopped by a ninja and asked a question. The "correct" answer is Yes, and the "incorrect" answer is No. Either way, afterwards, you'll fight the first ninja.

 --#065 Kosuke-----

HP: 5000 TP: 0 EXP: 5 Gald: 10 Attack: 400 Defense: 300 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Darkness

Dropped Items: Pineapple Gummi

Stolen Item: Mask

\_\_\_\_\_\_

Recommended Level: 31-32

The first ninja battle, and the easiest. The basic strategy for this and the rest of the ninja battles is to keep them away with Red Spider Lily. Right at the beginning, they'll rush as you, so run behind them or guard, and then use Red Spider Lily to push them back. If one of the shurikens misses or fails to juggle them, guard. If all of them hit, use Thunderbolt to knock them up into the air again as they try running back. Then use Whirlwind for damage as they get up. Then repeat again with Red Spider Lily, guarding and using healing items as necessary. Watch out for their shuriken attack, as they might use it when you're leaping into the air to execute Thunderbolt instead of trying to run towards you. It can poison you, so use a Panacea Bottle if that happens.

Make sure to steal the Mask from Kosuke and be sure to scan him if you're completing the Monster Encyclopedia. It might take a few tries before you successfully steal it.

Afterwards, move on to the second room. You'll meet the second ninja. The "correct" answer is Yes, the "incorrect" answer is no. Either way you'll fight the second battle.

--#087 Jinpachi-----

HP: 10,00 TP: 0 EXP: 10 Gald: 20 Attack: 430 Defense: 320 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Darkness

Dropped Items: Pineapple Gummi

Stolen Item: Mask

-----

Recommended level: 31-32

The same as Kosuke, but with more HP. Once again, make sure to steal their item and scan them for the Monster Encyclopedia.

In the third room, the "correct" answer is Yes, and the "incorrect" answer is  $^{\circ}$ 

--#084 Juzo-----

HP: 20,000 TP: 0 EXP: 15 Gald: 30 Attack: 460 Defense: 340 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Darkness

Dropped Items: Pineapple Gummi

Stolen Item: Mask

\_\_\_\_\_

Recommended level: 35-37

Here's where the challenges start getting harder, as the ninja start having more HP and attack power. Just keep up the same strategies as before, and make sure to use a Flare Bottle to speed things up.

In the fourth room, the "correct" answer is No, and the "incorrect" answer is Yes.

\_\_#060 93:70\_\_\_\_

HP: 30,000 TP: 0 EXP: 25 Gald: 50 Attack: 500 Defense: 360 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Darkness

Dropped Items: Miracle Gummi

Stolen Item: Mask

\_\_\_\_\_\_

Recommended level: 35-37

You know the drill. Flare Bottle-> Red Spider Lily-> Thunderbolt-> Whirlwind, guard when necessary. Don't forget to scan and steal.

In the fifth room, the "correct" answer is Yes, and the "incorrect" answer is No. You'll face the final ninja.

***************************************
x BOSS: Sasuke x
***************************************
#072 Sasuke
HP: 50,000 TP: 0 EXP: 50 Gald: 100 Attack: 550 Defense: 400 Agility: 200
Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong) Elemental Attack: Darkness
Dropped Items: Miracle Gummi Stolen Item: Mask
Recommended level: 37-40+
This is the toughest ninja battle. Even though his attacks are the same as all the other ninjas, he has the most attack power and with such high HP this battle can take quite awhile. Just one mistake can cost you, so be extremely careful and guard if your attacks get blocked. You'll probably have to go through several healing items and Flare Bottles, but as long as you're careful and keep up the cycle of Red Spider Lily-> Thunderbolt-> Whirlwind, he'll go down eventually.
***************************************
Head down to the sixth room. At the end, Suzu will find a letter from her parents, and the < <ninto koroyuri="">&gt;. The letter will contain a different message depending on how you answered the ninja's questions. She'll then recieve some experience points and the &lt;<shinobi>&gt; title. Koroyuri has great attack power as far as Suzu's weapons go, but unfortunately it's Dark elemental, so many enemies might resist it. Thankfully Suzu's better skills have elemental properties of their own that will override this, so she'll still benefit from the attack boost.</shinobi></ninto>
***************************************

<<Geeth Shop>> (Ten)

Rare Gauntlets...59,400 Crescent Arrow..148,000

#### 

The famous smith, Geeth, has set up a shop southwest of Olive Village. It's on a little island in the middle of the ocean. Before entering the cabin, check the chest in the lower left corner for an <<Ivory>>:

photobucket.com/albums/i166/Zeromus X/top walkthrough ivory.png

--Shopping-----

You'll definitely want to buy the Rare Plate and Rare Gauntlets for Cless and Chester. Klarth can equip the Rare Plate as well, but the Star Cloak is better for him. You'll also want to buy the Rare Shield and Helm for Cless. Crescent Arrow is a nice light elemental bow for Chester, though if you already have the Elven Bow you may not want to get it.

The Combo Command is a very unique accessory. It enables Manual mode like the Technical Ring, but you have to input button commands in order to use your abilities in battle, just like a fighting game! Since the Combo Command turns all of your moves into button commands, you have access to all of your skills at once, giving you much greater freedom in making different combos. Still, the game is perfectly beatable without it; it's just for fun. If you're good at fighting games you might want to give it a shot.

-----

Geeth's Shop sells the best buyable equipment and a special accessory, but it's all quite expensive. Still, with two Miracle Charms, you could buy it all for 455,150 Gald. You should have much more than that at this point if you've been fighting battles and selling any Valuables they drop at the right locations. If not, good places to get valuables fast would be the Treant Forest (Cordyceps, Pelt) or Tower of the Zodiac (Marble, Mercury). See section [TOPWL\_VALP] for the best places to sell these valuables.

If you buy the Combo Command, Ten will give you the <<(c)Statue of Love>> collectible. Also, if you have both the Combo Counter along with the Combo Command, Cless will recieve the <<Combo Master>> title.

If you talk to the craftsman on the left side of the counter, you can trade in your Ivory for Mahjong Tiles. Mahjong Tiles are items you can use in battle that cause a random amount of damage to all enemies on screen. The damage isn't really why they're useful though; it's that you can use them instantly to interrupt enemies. They're definitely useful for the more dangerous bosses in the game; so keep this place in mind for later. Other than the one Ivory you got outside the shop, you can get more by finding it in other areas or from certain enemies.

Phew, tired of all these sidequests yet? Let's continue the story.

***************************************	XX
X	Х
x City of Freezekiel[TOPW_COF]	Х
X	Х
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	XX
Managara a	

\*If not already in your inventory --Enemies-----(Freezekiel region World Map): #167 Frost King, #168 Frost Bunny, #183 Polar Bear --Shops-----Equipment Shop << Iced Coffee>> Damascus Sword...34,800 Sinclair......49,800 Destroyer......80,000 Laser Blade.....200,000 Bardiche..........2980 Hard Cleaver.....65,530 Sadain Glaive....50,560 Mech halberd.....22,000 Poleaxe.........65,140 Cranequin........7000 Crescent Arrow..148,000 Ruby Wand.........1240 Holy Staff........6000 Plate Mail......24,500 Mithril Plate....50,000 Holy Cloak......56,000 Mithril Mesh.....30,000 Fight Shield......1150 Fine Shield.....15,800 Armet Helm.......1320 Cross Helm......5000 Straw Hat......1420 Fine Beret......3600 Pretty Ribbon.....7500 Gauntlets...........1200 Mithril Gloves...10,000 Kitchen Mittens.....300 Grocer <<Freezer>> Chicken.....40 Beef.....64 Pork......56 Cheese.....40 Rice.....32 Dried Seaweed......16 Carrot......150 Squid.....50 Octopus.....60 Shrimp......160 Accessory Shop <<Freezer>> Heavy Boots......1040 Leather Mantle.....100 Thief's Mantle....2000 Stone Check......46,200 Talisman........2000 Paralysis Check..27,200 Poison Check......6200 Rabbit's Foot......200 White Mist.......5000 Fight Symbol.....7200 Attack Symbol....10,000 Holy Symbol....100,000 Mystic Symbol...674,100 Silver Shawl......3030 Item Salesman <<Toyama>> Mixed Gummi......1000 Apple Gummi..........60 Orange Gummi.......200 Panacea Bottle......350 Life Bottle......300 Flare Bottle.......150 Liqueur Bottle......80 Dark Bottle.....20 Rune Bottle......3500 Spectacles......10 To find the Sword of Ice, head to the City of Freezekiel. Freezekiel is on a continent far to the north. Just head north from Alvanista and you're sure to see it. --Random encounters-----

Beef Stew Recipe, Ogi: Roaring Strike (33,000 Gald), (c) Blue Card, Fire Charm

(100,000 Gald)\*, Ice Charm (100,000 Gald)\*

The Frost Bunny and Polar Bear enemies on the world map both drop Pelt pretty often. Freezekiel offers the best price for Pelt, so this place is practically set up for making money.

Shopping
The only thing noteworthy is the Laser Blade. It's a great Light elemental sword, and even though you'll soon be getting better weapons, it'll still help for the next dungeon and enemies weak against Light in general.
Talk to the chef on the second floor of the supermarket to learn the < <beef stew="">&gt; recipe.</beef>
Talk to the soldier in the leftmost room of the inn to buy the Ogi: < <roaring strike="">&gt; for 33,000 Gald. It's a combination of Roaring Lion and Shining Strike.</roaring>
Talk to the collector in the equipment shop to purchase the <<(c)Blue Card>> for 50,000 Gald.
To continue, head north to the Fenrir Cathedral. Examine the door, and it'll unlock. Go inside, and talk to the apparition on one of the pews. He'll sell you a < <fire charm="">&gt; and an &lt;<ice charm="">&gt; for 100,000 Gald each, even though he says they're only for 10,000. Unfortunately, he'll only sell you the charms if you don't have any of them in your inventory. To get around this, use Rune Bottles on an Ice or Fire Charm to turn it into the other one. Since you don't have any of the other charm in your inventory, you can buy another one from the apparition and repeat until you have as many charms as you need. What these charms do is prevent you from being damaged from extreme hot or cold, which is prevalent in the next two dungeons. The Fire Charm will protect you from the cold, while the Ice Charm protects you from the heat. You'll need six in order to get through the next dungeons comfortably, so make sure you have at least 600,000 Gald to buy them all.</ice></fire>
Approach the altar for a view of the stained glass and some dialogue. Head for the back to open up the entrance to the Cavern of Ice.
***************************************
x x
x Cavern of Ice[TOPW_COI] x
x
Treasure
1redsure
?Helmet (Duel Helm), ?Cloth (Star Cloak), Stun Charm, Charm Bottle, Tidal Wave Spellbook, Black Onyx, Silver Shawl, Aqua Mantle, Ring Shield, Silver Plate, ?Book (Messa di Requiem), ?Beret (Star Beret), Ankh Shield, ?Bow (Gale Spread), Pretty Mittens, Vorpal Sword, Dimensional Divide Ability
Enemies
#002 Ice Golem, #051 Kunoichi, #159 Priestess, #167 Frost King, #205 Leser Demon
***************************************
Random encounters
Even more pallette swap goodness. Priestesses drop Tapestries, and Ice Golems

can drop ?Swords (Ice Coffin), a nice Ice elemental sword that can sell for a

\_\_\_\_\_

At the entrance, a save point and the stairs to the next floor. Take them down and open up the chest for a <<?Helm (Duel Helm)>> for Cless, and examine the switch on the wall to the left. It's frozen, so shoot it with the Sorcerer's Ring and then press it. Then head to the right.

Starting in this area, the extreme cold will cause damage to every character that doesn't have a Fire Charm on. Unlike the damaging floors of earlier dungeons, the damage from the cold can actually kill you, so if you don't have enough Fire Charms for everyone, make sure to use Mint's healing outside of battle to keep everyone topped up.

Head up through the door, and down the stairs to the next floor. The cold will subside for now. You'll see a bunch of candlesticks like in the Moria Mine. Light them all up with the Sorcerer's Ring to open the door to the next area. For the candlesticks in the lower left and right corners, you can light up their candles by shooting them from the side. Go through the door and open up the chest for a <<?Cloth (Star Cloak)>>, then take the stairs to the next floor.

Another cold area. You'll see a statue in the lower left corner, a hole in the wall in the upper left, and another candlestick and door in the upper right. If you light up the candles and try to go through the door, the wind will blow them out. Shoot the statue with the Sorcerer's Ring to thaw it out, and then move it in front of the hole in the wall to stop the wind:

http://tinyurl.com/yfk5c8b

Light the candles and go down the stairs to the next floor.

Nothing on this screen, so head left. More cold. This area is a grid, just like the White Birch Forest. From where you entered, go down (<<Stun Charm>>), left, down (<<Charm Bottle>>), up, left, left (<<Tidal Wave>> spellbook), right, up (<<Black Onyx>>), left (<<Silver Shawl>>), right, up, right (<<Aqua Mantle>>), left, up, left (<<Ring Shield>>), right, right, up (<<Silver Plate>>), down, right (<<?Book, Messa di Requiem>>), left, left, left, and up. Go down the stairs to the next floor.

Still cold. Open up the blue chest for a <<?Beret (Star Beret)>>. Open up the red chest for an <<Ankh Shield>>. Go through the third door from the left and follow the path right to the next area. There'll be a switch and another path to the right. Push the switch, and then take the path. The water that was here will be drained, but you won't be able to go through the door up above yet. Instead take the stairs below.

Up above you'll see a door, a switch on the wall, and a a path leading up on the right. Take that path, and go up for two chests with <<?Bow (Gale Spread)>> and <<Pretty Mittens>>. Go back down and press the switch on the wall. The door behind you will lock, but don't worry about it. Just head through the door above. Head to the upper left and go through the doorway. Step on the switch on the floor to freeze the water outside; now you can walk across it and up the stairs.

Follow the path and you'll be at the fourth door from the left in a previous room. Go through the third door and follow the path again. Press the switch again to refill the room to the right, but now the water will freeze so you can go across it. Go right and go through the doorway above. A save point, and

three paths left, right, and above. The paths on the sides are empty rooms, and the path above leads to a boss. Feel free to take off any Fire Charms for better accessories before you head up to the boss. Head up for some dialogue and a boss battle.

--#150 Fenbeast-----

HP: 30,000 TP: 0 EXP: 2468 Gald: 12,345 Attack: 600 Defense: 256 Agility: 50

Elemental Defense: Earth (May Nullify), Water (Absorb More), Fire (Somewhat Weak), Wind (May Nullify), Light (Somewhat Weak), Darkness (High Nullify)

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Recommended level: 45-47

Fenbeast has the potential to slaughter the party rather quickly, but fortunately he has very low HP. Fenbeast's basic attack is a quick slashing attack that knock's the target back. He also summons several shards of ice that rise up, hitting everyone in range. His most dangerous attack would probably be his snow attack, where he howls and creates a blizzard that hits the entire party multiple times. Fenbeast's attacks are actually non-elemental, instead of Water elemental like you'd expect, so there's no way to reduce or nullify the damage effectively. Fenbeast himself is weak to fire and light, so equipping the Laser Blade or Flare Basilard on Cless if you have it will help deal more damage.

Since his attacks are so dangerous, I find it best to just prevent him from using them at all. A Thunder Claw-> Claw Strike combo with Cless is great for this (or simply just using Claw Strike over and over). I recommend using Chester and/or Suzu and Klarth for this battle. Set Roaring Thunder or Red Spider Lily to a shortcut, and Aska on the other. Right at the beginning of the battle, use Thunder Claw and then Claw Strike, holding down both shortcut buttons. Right when Cless is recovering from his moves, let go of the shortcut for Aska, and Klarth will deal about 6500 damage and interrupt the Fenbeast so you can attack again. Keep using Thunder Claw-> Claw Strike to keep the Fenbeast in the corner, and along with Chester or Suzu's nonstop moves and Klarth's Aska, he shouldn't get to move much. Occasionally he will use his ice shard attack because it's so fast, but other than that the constant assault should keep him tame.

After the battle, you'll recieve the <<Vorpal Sword>> and <<Dimensional Divide>> skill for Cless. The Vorpal Sword is an excellent Water elemental sword. Dimensional Divide is one of the special space-time abilities that Cless can get, he uses an energy sword to attack up and down with huge range. Although these space-time abilities are listed as normal abilities, you can still link them from base abilities as if they were Ogis. Although space-time skills are generally very powerful, they cost a ton of TP, so definitely wear a Fairy Ring if you plan on using them.

That's all for the Cavern of Ice, so make way to your next destination:

ii you want to find the Sword of Fire
Tower of Flame[TOPW_TOF]
If you want to find Origin
Treant Forest (3)[TOPW_TF3]
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
x Tower of Flame[TOPW_TOF] x x
***************************************
Treasure
Basilisk Scale, ?Armor (Reflex), ?Cloth (Star Cloak) x2, Moon Crystal, Mixed Gummi x2, Flare Mantle, Ankh Shield, ?Helmet (Duel Helm), Life Bottle Ring Shield, Shrimp x2, Holy Bottle, Explode Spellbook, Rebirth Doll, Mental Ring, ?Beret (Star Beret), Red Spider Lily Scroll (510,000 Gald)*,
*If you didn't get it for free already in the Cave of the Burning Sands
Enemies
#016 Inferno, #140 Burning Dead, #146 Fire Bug
(Upper Floors): #136 Balrog, #165 Flame Sword

# 

The Tower of Flame is just northeast of Olive Village. You probably noticed it during the past, but couldn't reach it because of the mountains. Land in the volcanic zone to enter it.

Like the Cavern of Ice, you'll need a special charm to protect you from the harsh environment. Turn the Fire Charms into Ice Charms with Rune Bottles to protect the party from the extreme heat.

At the entrance, you'll find a locked door in the middle, two levers to the left and right, and four doors to the left and right. The door to the left and above contains two chests with <<Basilisk Scale>> and <<?Armor (Reflex)>>.

Reflex is a nice armor with multiple elemental resistances. The door to the right and below contains two chests with <<?Cloth (Star Cloak)>> and <<Moon Crystal>>. The door to the right and above leads to another floor, and the door to the left and below leads to a difficult optional boss battle. See section [TOPWS\_ODN] for more details. For now, flip the two levers to open up the doorway in the middle. Go through it and up the stairs to the next area.

There'll be paths leading left and up, and a door to the upper-right and below. Take the door for two chests with <<Mixed Gummis>>, and then go back and take the left path. Two more doors above and below. Go down for a chest with <<Verbena>> and up for two chests with <<Flare Mantle>> and <<Ankh Shield>>. Then go back and take the north path this time.

You'll see a path leading up and a door to the left and below. Take the path up, then go left. You'll see two doors below, and a path up above. Take the path above to open up a chest with a <<?Helmet (Duel Helm)>>. Go back down and go through any of the doors for two chests with a <<Li>fe Bottle>> and <<Ring Shield>>.

Head back to the burning room and take the door to the left and below you, then head up the stairs. Head up, and there'll be more stairs to the left and a path to your right. Take the path to your right for three chests with two <<Shrimps>> and a <<Holy Bottle>>. Go back and take the stairs for a repeat of this room. This time skip the path to the right and head up the stairs again. The same room again; take the stairs. This time, you'll reach a chest with the <<Explode>> spellbook for Arche. Now, head all the way back to the entrance room of the tower.

Take the door to the right and above. Go up the stairs to the next floor. Open up the blue chest for a <<Rebirth Doll>>. Head to the left and follow the path for the stairs to the next floor. Head up, and you'll find a locked door and two paths to the left and right. Head to the left, and there'll be paths to the left and below. Ignore the path below, and take the one on the left for a lever and a chest with a <<Mental Ring>>. Flip the lever and then go back to the locked door. Take the right path this time. Ignore the path below again, and take the path to the right for another lever and a chest with a <<?Cloth (Star Cloak)>>. Flip the lever to unlock the door in the previous area. Go back, head through it, and go up the stairs to the next area.

Head up for a slab with a clue, "The Guardian is Within". There are three doors up above and two paths to the left or right and below. Go through the second one from the left for a chest with a <<?Beret (Star Beret)>>. If you have Suzu in the party, and didn't get her <<Red Spider Lily>> scroll from the Cave of the Burning Sands, a ninja will sell it here for 510,000 Gald. If you buy it here, the chest in the Cave will contain a ?Sword (Flare Basilard) instead.

Anyway, head back to the previous room. You'll notice the other two doors above you have statues near them. Move them away from the doors to unlock them. The door on the left has a chest with a <<Ring Shield>>, and the door on the right has a chest with <<Pre>Fretty Mittens>></ri>
Now go back and take one of the paths to the left or right down below. You'll find another locked door, two statues, and two switches on the floor. Move the statues onto the switches to unlock the door, then go through it and up the stairs to the next area.

You'll see four doors, three above and one to the left and below. Go through any of them an approach the enemy, a Flame Sword. It's the same as the Living Sword enemies in Thor, but fire-based. Defeat it, and do the same thing for the other three doors. After you beat them all, some stairs will open up on the left. Go up them for a save point; then head up for some dialogue and a boss fight.

--#158 Flamberke-----------

HP: 45,700 TP: 1000 EXP: 6556 Gald: 19,891 Attack: 535 Defense: 202 Agility: 60

Elemental Defense: Water (Somewhat Weak), Fire (Absorb More), Wind (Absorb Some), Light (Very Strong)

Elemental Attack: Fire
#016 Inferno
HP: 8390 TP: 800 EXP: 321 Gald: 543 Attack: 183 Defens: 117 Agility: 60
Elemental Defense: Water (Somewhat Weak), Fire (May Nullify), Wind (Absorb Half) Elemental Attack: Fire
Dropped Items: Fire Charm
Recommended level: 47-49
Can be a tough battle, since you're surrounded. Flamberke doesn't sit around on one side of the field like other bosses; she actually tries to attack the party and will jump behind you to interrupt your casters. To make things worse, you have the Infernos casting the dangerous Explode spell. Flamberke can even cast Fire Storm if you stay too far away from her.
Getting rid of the Infernos behind you should be your first priority. I recommend a party of Cless, Chester, Arche, and Mint. Equip Cless with the Vorpal Sword if you have it, Ice Coffin or the Doom Blade if not. Hold down Chester's Roaring Thunder on a shortcut for him to fire at Flameberke and the other Inferno. Set Arche's Maelstrom or Tidal Wave if you have it on the other shortcut, and target the Infernos behind you. Make sure to give her a Mystic Symbol, so she can cast faster. After a few castings of Tidal Wave, the Infernos should go down, and you can concentrate on Flamberke and the other Inferno. Like the other boss battles that surround the party, once the leader is alone, the battle becomes very simple.
If you want to make things really easy, bring along Suzu, Arche, and Mint, and any of the guys. Equip the girls with 2 Princess Shawls each (use Rune Bottles on Silver Shawls you can buy). This will give them 100% nullification from fire, meaning that none of the enemies' attacks can hurt you. You don't have to use any strategy this way, just hit them until they die.
***************************************
After the battle you'll recieve the < <flamberge>&gt; and &lt;<rending void="">&gt; space-time skill for Cless. Flamberge is the same as the Vorpal Sword, but Fire elemental. Rending Void is a pretty nice skill; it generates a barrier similar to Divine Seal, then Cless unleashes a wave of energy on the target.</rending></flamberge>
That's all for the Tower of Flame, so make way to your next destination:
If you want to find the Sword of Ice
Cavern of Ice[TOPW_COI]

If you want to fight an optional boss battle in the Tower of Flame, see the section below.

x x

x Fighting Odin (Optional).....[TOPWS\_ODN] x

--Treasure-----

(c) Statue of Justice, Gungnir

## 

If you take the lower door on the left near the entrance of the Tower of Flame, you can come across a teleporter. It'll take you to a room with a statue you can examine for an optional boss battle with just Cless alone. Make sure Cless if fully prepared with the best armor possible, as well as a non-elemental weapon, as the boss can nullify all elements and absorbs light. If you're fighting Odin as soon as you reach the Tower of Flame, I recommend the Muramasa. As for accessories, Fairy Ring or Stun Charm and Technical Ring are recommended. The following strategy will assume you're fighting him as you just get to the Tower of Flame, and are using the Muramasa.

--#038 Odin-----

HP: 100,000 TP: 10,000 EXP: 3000 Gald: 3000

Attack: 800 Defense: 600 Agility: 10

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light

(Absorb More), Darkness (May Nullify)

Elemental Attack: Light

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Recommended level: 49-50+

Odin can be one tough cookie, at least if you fight him right when you get to the Tower of Flame, and don't use any of the tricks to make him super-easy.

Odin uses a fast spear attack from close range which has a high chance of dizzying Cless; things can get bad if he dizzies Cless and keeps banging him into a corner without any chance of retaliation. If you stay away from Odin, he'll use a jumping attack which can knock Cless back, and also has a bad habit of dizzying him. To say nothing of Indignation or God Breath, which Odin can cast almost instantly from short or long range, and can be fatal if Cless is caught with low health and doesn't have the opportunity to interrupt him.

If you're going to fight him "legit", make good use of blocking and then counter-attacking. Block his spear attacks, and counter them with a double

slash-> Tiger Fang-> Demonic Fangs or other good Ogi that can knock him back. Time-space skills like Dimensional Divide or Rending Void are also good of course, but they can go through your TP very quickly. If he uses his jumping attack from afar, use Thunder Claw to interrupt it, and follow up with an Ogi. If you see him casting a spell (he'll hold his spear up in the air and begin chanting), immediately use Thunder Claw to interrupt it and then follow up with an Ogi. Either way, after your combo is done, immediately guard against his own retaliation, then attack again.

Repeating this is a fairly safe way of winning even at level 50, and if you've been giving Cless all the stat-boosting herbs throughout the game so far, it shouldn't be too difficult. When you get low on HP, you can run away from Odin after guarding with Manual mode, to heal and apply buffs like Flare Bottles or Focus and Concentrate to make the battle go faster. This will also usually bait him into using his jumping spear attack, which can be easily countered with Thunder Claw-> combo for free damage. If Odin dizzies you, be sure to use an item right away to heal so you can hopefully recover right after the dizziness wears off and survive. If you get the opportunity to unleash Blade of Ascension, feel free to use it but be careful depending on how much HP you have left, Odin can still attack you right after it finishes. Try to pin him against the wall before using it to get the most damage out of it.

If you absolutely can't beat him now, you may want to come back later, I recommend trying again after getting the Eternal Sword in this case. Don't wait too long though, or the prize from beating him will be much less useful. If you lose, you won't get a Game Over, but merely be teleported out of the room.

If you don't want to bother with all that though, there are much easier ways to deal with Odin that make him simple no matter what level you are. His attack element is light, which can be reduced greatly or even completely nullified depending on what you have. Wearing Mithril Mesh and two Reflect Rings will almost completely nullify it (giving you a 90% chance to nullify it, you'll be almost invincible but can still be hit rarely). You'll still have to watch out for his spells, but even those can be nullified some of the time with the two Reflect Rings. And if you wait until even later after an accessory called Persian Boots is obtained, you can combine it with an armor called Mumbane to completely nullify all of his attacks, making it impossible to lose. Of course, by then, the prize for beating him will be much less useful.

Video examples (all three methods):

https://www.youtube.com/watch?v=ZneyFJcgQfw ("Legit" method) https://www.youtube.com/watch?v=kCPemsLSSlQ (Mithril Mesh + 2 Resist Rings)

Either way, after beating him, make sure to open up the red chest first for the <<(c)Statue of Justice>>. Then open up the blue chest for the <<Gungnir>> fully powered, the best spear in the game with 1640 Thrust and 800 Slash.

--Treasure------

Eternal Sword, Teleport Ability, Ogi: Rending Teleport, Ogi: Dimensional Void, Eternal Swordsman Title (Cless)

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To find Origin and reform the Eternal Sword, head back to the stone slab in the Treant Forest. From the save point near the entrance from the Elven Village, go up, up, right, right, up, up, right, right, down, down, the lower path right, and right for the save point. Head up to the stone slab for some dialogue. Arche will rejoin the party and you can use the menu to change your setup and battle formation. Afterwards, you'll fight Origin, the Spirit of Creation.

--#034 Origin-----

HP: 45,000 TP: 3000 EXP: 8765 Gald: 8888 Attack: 435 Defense: 200 Agility: 10

Elemental Defense: Non-Elemental (Absorb More), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (Absorb More), Darkness (May Nullify)

Dropped Items: ?Bow (Merciless Bow)

--#008 Alraune-----

HP: 3660 TP: 0 EXP: 212 Gald: 1040 Attack: 166 Defense: 95 Agility: 45

Elemental Defense: Earth (May Nullify), Water (Absorb Half), Fire (Somewhat

Weak), Wind (Somewhat Weak) Elemental Attack: Earth

Dropped Items: Cordyceps, Spice

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Recommended level: 49-50

Origin has the chance to Nullify every element, and absorbs Light, so use non-elemental weapons like the Muramasa for this battle. Unfortunately, Origin is yet another boss that can nullify your physical attacks so you may find those dealing no damage sometimes anyway.

For this battle, I recommend a party of Cless, Chester, Arche, and Mint again. Chester should have Roaring Thunder held down on the a shortcut like usual, and Arche should use Explode or God Breath to clear away the Alraunes. Once they're gone, you just have to worry about Origin. Origin is fairly tame, but he does have one dangerous attack called Collapse, which can deal 2-3000 or more damage to anyone in range. This can be a problem if several characters are grouped in front of Origin. Keep everyone far behind you and use your techs to push Origin back. Keep Chester's Roaring Thunder held down on a shortcut. Even though it's Thunder elemental, it fires so fast that the chance of it being nullified really won't matter. If you see Origin standing still, he's ready to unleashe Collapse, so be sure to guard. As long as you can keep him away from

the party and guard against Collapse, this battle shouldn't be too tough.

Origin drops the Merciless Bow for Chester, a very high attack power bow.

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After the battle, another event. The Flamberge and Vorpal Sword will be lost forever, but they'll form an even better weapon: The <<Eternal Sword>>. Cless will also recieve the <<Teleport>> ability, the Ogis: <<Dimensional Rift>> and <<Rending Teleport>>, and the <<Eternal Swordsman>> title. Klarth will then form a pact with Origin.

Teleport is a pretty bad skill as far as space-time skills go, Cless sends up a shield like Divine Seal and then teleports to the enemy for a weak slash attack, then teleports back. Rending Teleport is a little bit better, but not fantastic. Dimensional Rift on the other hand, is one of the best skills in the game, with fantastic damage, range, and speed. As far as the Origin Summon, it's a Non-Elemental attack that deals around 4500 damage. I'd just stick to Aska unless you run into an enemy that resists light.

Anyway, afterwards, you'll have the option to warp back to Alvanista to talk to Lundgrom. Your next destination is Early, the City of Darkness. It's on a continent south of Ymir Forest. You'll definitely be able to tell you're there when the area gets dark all of the sudden.

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x Early, the City of Darkne	ess	[TOPWS ECD] x				
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Treasure						
Ogi: Phoenix Strike (50,0	000 Gald), Derris Emblem, H	Hashed Meat and Rice				
Recipe, (c)Yellow Card						
Enemies						
(Early region World Map)	: #044 Caw Caw, #115 Doom	Toad, #173 Hellhound,				
#179 Bogart						
Shops						
_						
Acce	essory Shop < <midnight>&gt;</midnight>					
Apple Gummi60	Orange Gummi200	Mixed Gummi1000				
Panacea Bottle350	Life Bottle300	Flare Bottle150				
Liqueur Bottle60	Holy Bottle80	Dark Bottle20				
Rune Bottle3500	Spectacles10	Heavy Boots1040				
Leather Mantle100	Thief's Mantle2000	Stone Check46,200				
Talisman2000	Paralysis Check27,200	Poison Check6200				
Rabbit's Foot200	White Mist5000	Fight Symbol7200				
Attack Symbol10,000	Holy Symbol100,000	Mystic Symbol674,100				
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Silver Shawl3030	1101, 0,11101,1111	nysere symborori,roo				
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	ipment Shop <<3 A.M.>>	nyeere symmeteri,ree				

Sinclair..........49,800 Destroyer.......80,000 Ice Coffin......140,000

Laser Blade200,000 Mech Halberd22,000 Crescent Arrow148,000 Mithril Plate50,000 Fine Shield15,800 Pretty Ribbon7500	Hard Cleaver65,530 Poleaxe65,140 Holy Staff6000 Holy Cloak56,000 Cross Helm5000 Mithril Gloves10,000	Sadain Glaive50,560 Aqua Spread140,000 Plate Mail24,500 Mithril Mesh30,000 Fine Beret3600 Kitchen Mittens300			
Coffee Shop < <sleeping in="">&gt;  Chicken</sleeping>					
Milk30	Cheese40	Egg20			
Bread20	Rice32	Dried Seaweed16			
Pasta60	Carrot150	Cabbage40			
Lettuce110	Apple40	Lemon160			
Strawberry220 Shrimp160	Squid50	Octopus60			

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You may notice the aptly named Cave of Darkness on the southeast corner of the Early continent, but there's nothing to do there yet. If you feel skilled enough though, you can take on the monsters there for some major exp and Gald.

As you enter the town, Klarth will suggest heading to the inn. Before that, take a look around the town.

Talk to the female soldier in the coffee shop to buy the Ogi: <<Phoenix Strike>> for 50,000 Gald. Talk to the investigator to get some information and the <<Derris Emblem>> accessory. This will be very important for the last dungeon, so make sure to hold on to it.

Talk to the chef to learn the <<Hashed Meat and Rice>> recipe. Talk to the Passionate Craftsman in the equipment shop. Answer, 2, 3, and 4 to recieve the <<(c) Yellow Card>> collectible.

When you're ready to continue, stay the night at the inn. After a long event, you'll get the <<Earring>> accessory for Mint and the <<Hopeless Romantic>> title for Klarth. The Earring completely nullifies all non-elemental spells, but only Mint can equip it.

When you try to leave the inn, you'll be stopped by an investigator from Alvanista. Apparently a floating castle has been spotted nearby, so head to the mining tunnel northwest of Early to investigate. Head all the way up the stairs until you reach the outside cliff. At the edge, an event, and you'll enter Dhaos's final castle.

Now that you've entered the final dungeon, several sidequests including the game's toughest optional dungeon are now available. If you're interested in any of those, be sure to check out the sections after this one. This walkthrough will assume you haven't done any of the sidequests before this next dungeon, so if you have better stuff than the suggested equipment or skills, feel free to use those instead.

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x Dhaos's Castle (Final)[TOPW_DFC]	Х
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--Treasure------

Holy Bottle x3, Sage x2, Star Shield, Meteor Swarm Spellbook, ?Cloak (Star Cloak), Rune Bottle, Elixir x2, ?Armor (Mumbane) x2, Derris Emblem x5, ?Beret (Star Beret), ?Book (True Magick), ?Rod (Star Mace), Star Gloves, Spectacles, ?Helmet (Star Helm), Charm Bottle, ?Sword (Wasier Rapier), Spice, Rebirth Doll, Resist Ring, Hourglass, Savory, Magic Pouch, Lavendar, Elven Boots, Milk

--Enemies-----

#024 Witch, #025 Witch Doctor, #071 Sakon, #101 Zombie, #126 Ninja Master, #135 Hatamoto, #155 Black Knight, #169 Prophet, #170 Voodoo Priest

(2nd Floor+): #138 Hanzo, #227 ROAMEYE?

(3rd Floor+): #102 Zombie Giant, #228 SEALEYE?

(4th Floor+): #011 Arch-Bishop

(Upper Tower): #073 Samael, #127 Nebiros

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This is the final dungeon of the game, so make sure you're prepared before going in. Have a full stock of Gummis and Bottles, and plenty of food for Cooking, as it's pretty long.

Right from the entrance, head up for a save point. Keep going up and right off the bat, you'll fight a mini boss battle.

--#226 DARKEYE?----

HP: 56,000 TP: 300 EXP: 5100 Gald: 12,345 Attack: 550 Defense: 180 Agility: 90

Elemental Defense: (High Nullify), Earth (High Nullify), Water (High Nullify), Fire (High Nullify), Wind (High Nullify), Thunder (High Nullify), Ligh

rice (migh Nathriy), wind (migh Nathriy), induce

(Somewhat Weak), Darkness (Absorb Some) Elemental Attack: Darkness

Recommended level: 49-50

A brief warmup for the final dungeon. The Dark Eye can teleport behind your characters, use a spinning attack that hits multiple times, and cast Rock Mountain. He also has a high chance to Nullify everything except Light, which he's weak to, and absorbs Darkness (so avoid weapons like Doom Blade). Despite this, he's still quite easy. Hold down Chester's Roaring Thunder on a shortcut like always, and Suzu's Whirwind if you use her as well. Use multi-hitting attacks like Autumn Sandstorm, Divine Seal, and Rending Void to trap him in the corner. Klarth's Aska will deal quite a bit of damage too. If done well, he shouldn't even be able to move much at all.

--Random encounters-----

Now that you're inside the castle proper, a word on the enemies. All of them are palette swaps of previous monsters, so no new enemies, but watch out for the advanced spellcasting enemies like Witches, Witch Doctors, Prophets, and Voodoo Priests. Go after them before any other enemy since their spells are very dangerous. Other than that, nothing you shouldn't be able to handle.

Voodoo Priests drop Dark Seals, which give you 1.5 times more experience after battle, but halve the wearer's defense. Using a Rune Bottle on them turns them into Demon's Seals, which double your experience but reduce the wearer's defense to 0 and seals all of their Abilities.

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You'll notice a way leading down to the left, a door and another way up above, and a way leading right. Take the door on the left up above for two chests with a <<Holy Bottle>> and <<Sage>>. Then take the path up above and on the right. You'll see two more doors. Take the left door and flip the lever, then go back and go through the right door for a chest with a <<Star Shield>>. Return to the entrance room and take the way leading right (ignore the way leading left for now). Head through the door and up the stairs to the next area.

Right above the stairs, you'll see a doorway. To the left is some more stairs in an enclosure that seems to have no entrance. Above and below that are some sealed doors. Go through the doorway above the stairs you entered from, and it'll close behind you. Enter the door directly above that for a chest with the very powerful <<Meteor Swarm>> spellbook for Arche. Go back down and continue down the path for two chests with <<?Cloak (Star Cloak)>> and <<Rune Bottle>>. Continue left and you'll reach one the doors below that was locked before, now open. Go through it and it'll close behind you. Keep going left for the other door down below, go through it for two more doors. Take the door down below for two chests with an <<Elixir>> and <<?Armor (Mumbane)>>, one of the best armors for Cless or Chester, with resistance to several elements. Go back and take the door to your right for another lever. Press it and head back to the room you were in before, with the sealed doors. Head up above the enclosure with the stairs, and the door there will be open now. Go through it and examine the plate for a clue, "There is a hidden passage on this floor". Head back to the enclosure with the stairs. On the right side, you can walk through the wall to go inside of it. Head up the stairs to the next floor.

From the entrance, there'll be a save point and a path leading up to the next area. Before heading up, be sure to equip the Derris Emblem you got from the soldier in Early onto Cless. Go up and you'll be at a four-way intersection. In the middle you'll see some shining lights. Anyone not equipped with a Derris Emblem will be transported to the castle's dungeon back near the entrance after passing through them. Furthermore, if Cless isn't wearing one, the entire party will be transported there regardless. You can recieve more Derris Emblems as a drop from the ROAMEYE? enemy you can encounter on this floor, so if you managed to get any from them, equip them on your other party members to let them pass through the light as well. You can farm them for each character if you wish, but this walkthrough will assume you just have Cless alone for the next little bit.

Make sure Cless has the Derris Emblem and is properly equipped before going through the lights. A Paralysis Check might help so you don't get an instant game over if you're paralyzed, and make sure the difficulty is set to Normal to avoid frustration. Start by going through the path on the left from the four way intersection. Ignore the first door you see above, and continue to the left. You'll see another door and another path leading left. Head through the

door and you'll see a chest. As you approach it, you'll be confronted by a ninja. You'll have to fight against a Hanzo with Cless alone. He's just like any other random ninja enemy at this point so he should be very easy even with Cless by himself. Open the chest for another <<Derris Emblem>>. Continue onto the left for another chest with a <<Derris Emblem>>. Above is the way to the next area, but you can't go through it until the entire party is together.

Backtrack to the four-way intersection, and go right this time. You'll see three doors in this area. Take the one on the right first. You'll fight another Hanzo and find another chest with a <<Derris Emblem>>. Go back and take the door down to another area this time. There'll be two more doors. Take the door below again for two chests with <<?Beret (Star Beret)>> and <<?Book (True Magick)>>, one of Klarth's best weapons. Head back up and take the door to the right. Another Hanzo and a <<Derris Emblem>> chest. Backtrack to the four-way intersection again.

Take the upper path this time. Another Hanzo, another <<Derris Emblem>>. You'll now have at least one for each party member. Head to the right for a different four-way intersection, and then go up. Open up the two chests for <<?Rod (Star Mace)>> and <<Star Gloves>>. You can ignore the rest of the paths not previously mentioned in this area, as they just lead back to previous screens or loop. Now's the time to head to the castle's dungeon and regroup the party. The easiest way to do that is to unequip the Derris Emblem and step into the lights to warp straight there.

When you warp there, you'll find yourself inside a cell. Examine the door to pry it open with your weapon; you'll have to do this with the other cell doors as well. You'll find Klarth in a cell in the lower-left corner, Chester in the center, Mint and Arche in the upper-right corner, and Suzu on the right. Head to the top of the room for the stairs back to the entrance room. Make your way back to the third floor with the four-way intersection, and make sure everyone has Derris Emblems equipped before stepping through the lights. Head to the left and now you can go through the door to the next area. Feel free to replace the Derris Emblems with your normal accessories now. Open up the six chests for <<Spectacles>>, <<Holy Bottle>>, <<?Helmet (Star Helm)>>, <<Charm Bottle>>, <<Sage>>, and <<?Sword (Wasier Rapier)>>. Head up the stairs to the next floor.

A save point and a change in scenery. This floor is filled with one way doors. If a floor has a big orange light on it, it can be opened, if it has a small red light, it's locked. From the entrance, you'll see two ways leading left and right, and a locked door up ahead. Start by taking the path to the right. The door will lock behind you, and you'll see another door above and to the right, and another path to the right. Go through the door and open the chests for <<sage>> and <<Apple Gummi>>. Go out and take the path right. Keep going onto the next screen, and take note of the locked door up above. Continue and you should reach a room with two doors up above, one below, and a path to the left. Go through the doors above for chests with <<Savory>>, <<Mixed Gummi>>, and <<Rune Bottle>>, then take the door below to return to the room with the save point. You'll come out of the door up above that was locked.

This time, take the path to the left. There'll be a door up above and below. Take the one above, and continue up through another door for a chest with a <<Holy Bottle>>. Go back down twice and through the lower door this time. You should be at a hallway with paths leading left and right. Take the right path for three doors above you and one below. Go through all of the ones above you for chests with <<Holy Bottle>>, <<Sage>>, <<Life Bottle>>, and <<Emerald Ring>>. Return to the hallway from before and then take the left path this time. Head up and approach the monster for another mini-boss battle.

--#228 SEALEYE?----

HP: 62,000 TP: 350 EXP: 6200 Gald: 10,000 Attack: 600 Defense: 185 Agility: 90

Elemental Defense: Elemental Defense: (High Nullify), Earth (High Nullify), Water (High Nullify), Fire (High Nullify), Wind (High Nullify), Thunder (High

Nullify), Ligh (Somewhat Weak), Darkness (Absorb Some)

Elemental Defense: Darkness

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Just like the Darkeye you fought at the entrance, except a little bit weaker and there's two of them. You may have actually fought them as normal enemies earlier in the dungeon.

Just like the Darkeye, you want to lock them up in the corner. Since there's two, you'd think it'd be harder to do, but their habit of teleporting actually makes it easier to group them together. Use Dimensional Divide/Void and your other preferred skills to push them back and deal damage, while holding Chester and Suzu's Roaring Thunder and Whirlwind down on the shortcut buttons. Arche and Klarth's Meteor Swarm and Aska are also good damage dealers. They shouldn't take long to go down.

Afterwards, flip the lever that was behind the monster. Return to the room with the save point, and go back through the right path. Follow it until you reach the hallway that had the locked door; it should be open now. Go through it and up the stairs to the next floor.

You'll see a slab, save point, switch, and two doors up ahead. The door on the left is open, and the door on the right near the save point is locked. Read the slab for a clue on how to proceed, "It all begins from the end". To continue, you have to go all the way to end of this area, and press the switches in order starting from there. Head through the left door, and follow the hallway all the way to the end, ignoring any doors and switches you see along the way. After going through the left door, go left, down (ignore the switch), left, and left. You'll reach a small room with a switch. Press it, then go back one screen. Two doors up above, and one below. Take the left one above for a chest with another <<?Armor (Mumbane)>>, now you have one for both Cless and Chester. Go back and take the door below. Open up the two chests for <<Spice>> and a <<Rebirth Doll>>. Go back and take the right door up above. Step on the switch and go back right. Step on the previously ignored switch then go back up. Take the door up above, step on the switch, then go back and go right. Take the door up above, step on the switch, then go back to the room with the slab. Step on the switch near the save point, and the door should open. Go through it and up the stairs to the next floor.

You'll notice a door up ahead, and what seems to be a normal wall to the right. Go through the door, and examine the mirror to be warped to another area. Go down and you should see two paths leading left and down. Take the left path, and go through the door for a chest with a <<Holy Bottle>>. Go back and continue left. Another door and a path leading down. Go through the door for a chest with a <<Resist Ring>>, then go back and go down. You'll come out of a

door on the top of a room. There'll be another door on the right and one down below, with two paths to the left and right. Ignore the other doors since they just loop into eachother, and take the path on the left. You'll encounter another monster, two more SEALEYE?s. Defeat them just as you did before and examine the map on the wall behind them. It reveals that there's a secret passage right at the beginning of the previous floor that leads to the next area.

Backtrack to the mirror room and warp back to that floor. Try and walk through the wall to the right for a secret passage. As you walk through it, you'll see two enclosures, one above you and one to the right. Go up to reach the one above, and open the chest for a <<Lavendar>>. Go back down and go to the right enclosure. Take the right wall here for another secret passage which leads right and up. You'll reach the stairs to the next floor, but before going up them, head left through another secret passage to six chests. They contain <<Sage>>, <<Hourglass>>, <<Elixir>>, <<Savory>>, <<Magic Pouch>>, and <<Lavendar>>. The Magic Pouch is an accessory that gives you random items while you walk around inside dungeons. They aren't very useful, but using a Rune Bottle on it turns it into a Magical Pouch which can give you decent items instead. Go back through the wall and head up the stairs to the next floor.

From the entrance, you'll see two doors up on the left and right. Enter the one on the left, and you'll find paths on the left and right. Take the right path, and the door will lock behind you. Continue right, ignoring the door up above. You'll be in a hallway with a door and another path leading right. Go through the door for a chest with some <<Elven Boots>>, then go back and continue right. Examine the mirror to warp to another area. Head down and you'll be back at the entrance of this floor. Head through the left door again, and this time take the left path.

--The Reaper-----

Before doing anything, walk around the pillars in this room and keep pressing confirm. You should be able to talk to an invisible NPC called the Reaper:

http://tinyurl.com/yk8tnvo

He'll give you varying experience points in exchange for Gald, the more Gald you pay, the better experience of course. Have someone equip a Demon's Seal accessory if you have it to gain even more experience points. If you have lots of Gald, don't know what to spend it on, and feel like leveling up fast, you know who to go to.

The Reaper isn't guaranteed to show up every time you enter the castle, but if he does appear, and you enter another room, he'll disappear. You'll have to exit and re-enter the castle entirely in order to get him to re-appear.

\_\_\_\_\_\_

Anyway, you'll see two doors down below. Take the right one for a chest with <<Milk>>, then go back and take the left. A path on your right and down below. Take the lower path and head up the stairs to the next area.

You'll find a save point and a change of BGM. With such frantic music, this must mean we're nearing the end. This last area is a big, winding tower. No more puzzles or treasure, all you have to do is keep going up. Watch out for the bloody fountain that can damage your party a few floors up. Keep climbing until you reach a dark room filled with torches and a save point; be sure to save before moving on. Ensure the party is fully prepared with the best equipment and accessories. For Cless I recommend the Fairy Ring and Technical

Ring, for Chester and Suzu I recommend the Fight Symbol and Fairy Ring, and for Mint, Klarth, and Arche I recommend the Fairy Ring and Mystic Symbol. You may opt to give Mint the Earring instead of a Fairy Ring to protect her from Non-Elemental magic instead.

Continue through the door and up the stairs to finally confront Dhaos. After some dialogue, the final battle begins...

x BOSS: Dhaos (3)

--Dhaos (Final Boss 1st Form)------

HP: 70,000 TP: 1000 EXP: 10,000 Gald: 32,000

Attack: 530 Defense: 200 Agility: 10

-----

For this battle, I recommend a party of Cless, Chester, Suzu, and Mint. Dhaos sports the same moves and more HP and attack power than his previous incarnations, but unfortunately for him, your party has also gotten much more powerful. Use Thunder Claw and link it with Demonic Fangs, Dimensional Void, or Claw Storm to keep him locked down. Combined with Roaring Thunder and Whirlwind held down on the shortcuts, you should tear him apart in seconds. It's almost like the game is apologizing for how hard he was the last two times.

Before you destroy him, be sure to use a Spectacles if you care about completing the Monster Encyclopedia.

Of course, that wasn't the real final battle. Afterwards, another scene, and Dhaos will transform into his second form. You'll have the option of changing the party formation, and then the second part of the battle will begin.

x BOSS: Feather Dhaos

--Feather Dhaos (Final Boss 2nd Form)-----

HP: 130,000 TP: 10,000 EXP: 10,000 Gald: 35,000

Attack: 700 Defense: 600 Agility: 10

Elemental Defense: Non-Elemental (Somewhat Strong), Earth (Somewhat Strong), Water (Somewhat Strong), Fire (Somewhat Strong), Wind (Somewhat Strong), Thunder (Somewhat Strong), Light (Somewhat Strong), Darkness (Somewhat Strong)

-----

Dhaos's second form kicks the difficulty up a notch. Circular shoots out a pair of fireballs very fast to interrupt the party, which can be very annoying. Chaos sends out a spread wave of lasers that hit repeatedly for large damage. He also has an unnamed attack that rains down a bunch of black dots, similar to the Fenbeast's snow attack, and sodomizes the party just as much. He can get downright cheap with these attacks, spamming them so you can hardly even get

near him, let alone recover. Even worse, he can use Hidden to make himself temporarily invulnerable whenever he wants, though he can't attack when it's in effect.

The best way to fight cheap is with more cheap. That's right, we're going to stunlock him. But unlike other enemies which could be stunlocked into a corner, Feather Dhaos is in the middle of the screen and can't be moved easily, so he'll require a different approach. At the start of the battle, have Chester or Suzu use Roaring Thunder or Red Spider Lily, or have a mage cast a spell to interrupt him long enough so you can get near him without getting hit by his cheap attacks.

Get up close to him, but not in the middle of him- on one of the sides. Then use Rending Void followed by Dimensional Void. All the hits should prevent him from moving combined with your other party member's attacks. Hold down Roaring Thunder, Whirlwind, or Arche/Klarth's spells on shortcuts and use Flare Bottles or Sharpness on your physical attackers to make things go swifter. Just keep repeating the combo of Rending Void-> Dimensional Void, and he'll go down soon enough. Manual mode is of course recommended so you can stay in place while doing this, instead of having to run back. Occasionally Dhaos will get to pull out a Circular or use Hidden, but this should lock him down enough to avoid all of his more dangerous attacks.

Once again, use a Spectacles if you care about filling up the Monster Encyclopedia.

Afterwards, yet another scene. Dhaos will transform into his third form, and you'll have the option of changing the party again before starting the (really) final battle.

--Dhaos (Final Boss Final Form)------

HP: 160,000 TP: 10,000 EXP: 0 Gald: 0 Attack: 500 Defense: 800 Agility: 10

Elemental Defense: Non-Elemental (Somewhat Strong), Earth (Somewhat Strong), Water (Somewhat Strong), Fire (Somewhat Strong), Wind (Somewhat Strong), Thunder (Somewhat Strong), Light (Somewhat Strong), Darkness (Somewhat Strong)

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Recommended level: 55-60

Dhaos is much faster, and as you can see, can now fly in this battle. He can zip to the other side of the screen almost instantly, fire lasers, cast dangerous spells like Earthquake, Meteor Swarm, and Black Hole, or even simply punch you in the face. At low HP, he can even use Resurrection to completely restore his HP!. He also resists everything, so this fight might take a bit longer than the other two battles.

Fortunately, he's fairly easy to stunlock. Push him back with skills like Dimensional Void, along with Chester's Roaring Thunder and Suzu's Red Spider

Lily held down on shortcuts. Arche's Ice Needles is good too, though it obviously won't help in dealing damage. Once you've got him on one side of the screen, try to stand on his side (not directly below him), and use Dimensional Divide followed by Dimensional Void (Manual mode is again recommended for this). In addition to Roaring Thunder, Red Spider Lily, and/or Ice Needles, this should lock him down good though he can escape occasionally with his lasers or punching attack. If this happens, make sure to get right near him and begin using skills that will push him back into a corner of the screen. Don't be afraid to use all of your best healing items if necessary, this is the final battle after all. If you get the opportunity, don't neglect to unleash the Blade of Ascension on Dhaos for excellent damage, but position yourself properly before using it. Having Mint use Sharpness, Acid Rain, and Toy Hammer will help things go smoother so you may want to put her on support for this battle.

Again, be sure to use a Spectacles if you care about the Monster Encyclopedia (I promise, it's the last time I'll say this).

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After the battle, enjoy the ending. You'll get a little extra dialogue if you recruited Suzu. After the credits roll, you'll have the opportunity of saving a clear game file (noted by a green star) onto your memory card, make sure to use a separate slot.

You can load up this clear game file to start the game over again with your Monster Encyclopedia and Item Encyclopedia data carried over. If you completed the Monster Encyclopedia and scanned all of Dhaos's forms throughout the game, Klarth will get his Monster Master title as soon as he joins on the second playthrough (otherwise, you can get it by filling in the Monster Encyclopedia any time on that playthrough as long as you scanned Dhaos during this playthrough).

A new difficulty level is also available in the customize menu: Mania mode, which triples enemy HP and increases their TP, Accuracy, and Attack power by 50%. Additionally, you no longer recover TP at the end of battle in Mania mode. Battles require much more caution and generally take much longer on Mania mode, so if Normal and Hard weren't challenging enough for you, be sure to try it out. Finally, new BGM, voices, SFX, songs, and the skits will now be available in the Sound Mode.

Make sure to read the following sections for more sidequests, including the best hidden items, hardest dungeons, and secret bosses in the game.

(c) Statue of Friendship, Elixir x2, Verbena x2, Lavendar x2, ?Spear (Arc Wind), ?Rod (Star Mace), Ring Shield x 2, ?Axe (Bahamut's Tear), ?Armor (Mumbane), ?Helm (Star Helm), Sage x3, Savory x3, ?Sword (Doom Blade), Mystic Symbol, Ebony Wood x2, Pelt x4, Marble x4, Ivory x4, Elixir, ?Sword (Saint Rapier), ?Book (Seven Books of Hsan), Blue Crystal Rod\*, Magical Broom, Magical Ribbon, ?Bow (Berserk Arrow), Nagatsuki, ?Sword (Wasier Rapier), Star Gloves x2, ?Cloth (Star Cloak), ?Beret (Star Beret), Holy Symbol, ?Halberd

(Saint Halberd), N.G., Sacred Wood, Elven Bow

\*One of the nine items of Ishtar

--Enemies-----

#050 Queen Bee, #121 Treant, #128 Nocturnal Fly, #177 Boar Boar

#### 

This sidequest can only be done after getting Chester's Elven Bow, and after entering the final dungeon.

Head back to the Elven Village, and talk to the bowyer to learn about the Sacred Wood and the Depths of the Treant Forest. You'll have to head through the Treant Forest and reach Origin's slate in order to enter it. Make sure you have a full stock of TP-restoring Gummis and foods before entering.

Examine Origin's slate, and Arche will rejoin the party. Some dialogue, and Origin will offer to send you to the Depths of the Forest. The deal with this area is that you can only stay in it for as long as Klarth's TP lasts. As you explore, it'll gradually be drained, and when it runs out, you'll have the option of returning to Treant Forest or opening the menu to restore Klarth's TP. Make sure to give Klarth two Moon Crystals to increase his max TP, and keep an eye on it as you explore. I recommend taking him out of the party for this forest if you use him, so he won't use up his TP, and still get free TP at the end of battles.

--Lost in the Depths-----

The Depths of the Treant Forest are probably the most confusing and annoying area in the entire game. You only need the Sacred Wood to complete this sidequest, which is tough enough with how maze-like the Depths are. Finding all of the other treasures is even worse, since most of the good stuff is hidden really well beneath the scenery. To add insult to injury, if you open up one chest in a screen, and don't open up all the others, exiting and re-entering that screen will make all the treasures disappear, making finding all the treasure a pain. Oh yeah, and did I mention the edges of the forest repeat, making things even more confusing?

As if things could get any worse, some treasure chests are connected, so you can't actually get all the treasures in the forest. That is, opening up one treasure chest may cause another one elsewhere in the forest to disappear. The only exception are the two items unique to this forest, the Sacred Wood and (c) Statue of Friendship.

I am not sure how exactly each chest is connected, but using a map (linked below), I was able to get all the worthwhile treasure if I only opened them and nothing else, so I think all the chests with cheap stuff like gummis and food are meant to "trap" you into missing out on the good treasures. So as long as you follow the directions carefully and don't open up any other chests other than the ones noted, you should be able to get all of the good treasure. You can still get every treasure here somewhere else in the game as well; but it's nice to get some of the best stuff in the game earlier than normal or get extra copies for selling.

Feel free to use this wonderful map by psylense if images are better for you, it lists every single treasure in the forest:

http://www.gamefaqs.com/console/psx/file/562854/57095

In addition, I made a video walkthrough if you prefer that over text, it covers getting all the worthwhile treasures:

https://www.youtube.com/watch?v=X3oJdTBnfok (part 1) https://www.youtube.com/watch?v=f76H6ujlYCk (part 2)

Anyway, from where you enter, you'll see a statue and two bushbabies. You can talk to this statue and others in the forest for clues. You can talk to one of the bushbabies here to warp you back to the Treant Forest, and there are other talking bushbabies in the Depths that give you information. See the map linked above for the exact locations and messages of all the statues and bushbabies.

--If you just want to find the (c) Statue of Friendship and Sacred Wood------

From the entrance, go down, down, then down again (<<(c)Statue of Friendship>>). Go back up thrice to the entrance, right, down, lower right, down, right, down, right, down, lower right, and down to find the <<Sacred Wood>>.

--If you want to find the other worthwhile treasures too-----

From the entrance, go down three times. Open up the chest for the <<(c)Statue of Friendship>>. Then open up the chest directly below it for an <<Elixir>>, hidden from view:

http://tinyurl.com/yhg5g6b

Go back up thrice, to the entrance, then go right three times. Open up the bags for <<Verbena>> and <<Lavendar>>. Then go down, then left, and look underneath the tree in the lower-right corner for a hidden chest with a <<?Spear (Arc Wind)>>:

http://tinyurl.com/ygfo943

Go down, then down again and look underneath a tree near the entrance for a <<?
Rod (Star Mace)>>:

http://tinyurl.com/yk8ob8x

Go left, and look under the tree for another <<Elixir>>:

http://tinyurl.com/yzvs6jy

Go back right, then down, and down again. Check underneath the trees in the upper-right corner of the screen for a <<Ring Shield>>, now you should have one for all five characters who can equip one:

http://tinyurl.com/ygr74hx

Go down, and down again. Look in the lower-right corner of the screen for a <<? Axe (Bahamut's Tear)>>, the best axe in the game:

http://tinyurl.com/ygw9u2e

Now go back up twice, then take the lower path to the right. Go down twice, and open up the bag underneath the trees for a <<?Armor (Mumbane)>>:

http://tinyurl.com/yk46beg

Go right, then up, and open up the bag underneath the trees on the right for a <<?Helm (Star Helm)>>:

http://tinyurl.com/ykoscor

Go right, then up again. Open up the bags for <<Sage>> and <<Savory>>. Go up twice and check underneath the trees on the left for a <<?Sword (Doom Blade)>>:

http://tinyurl.com/yzrl4s5

Go left twice, and check under the trees at the bottom of the screen for a <<Mystic Symbol>>:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths doomblade.png

Go up, and open up the bags for <<Ebony Wood>> and <<Pelt>>. Now go up, right, and up, and open up the bags for <<Savory>> and <<Sage>>. Go back down, right, right, and up, and open up the bags for <<Marble>> and <<Ivory>>. Go up, and open up the chests underneath the trees in the upper-left and lower-right for another <<Elixir>> and <<?Sword (Saint Rapier>>, the best rapier in the game:

 $\verb|photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_elixir3.png| \\$ 

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths saintrapier.png

Now, make your way down, down, left, down, right, right, down, and down again. Check underneath the trees for more <<Ebony Wood>> and <<Ivory>>:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths ebonyandivo.png

Go down, and open up the bags for more <<Pelt>> and <<Marble>>. Go down and open up the bags underneath the trees on the right for <<?Book (Seven Books of Hsan)>> and <<Blue Crystal Rod>>:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths sevenbooks .png

Go left then take the lower path right. Hidden under the trees on this screen are the <<Magical Broom>> and <<Magical Ribbon>> for Arche:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths magicrbroom.png

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths magicribbon.png

Go up, and check under the trees on the left for the <<?Bow (Berserk Arrow)>>, one of the best bows for Chester:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths berserkbow.png

Too bad we're getting the very best bow right after this horrible place; don't worry, we're almost done. Continue right, and open up the chest behind the rock near the entrance for a Nagatsuki:

photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_tdepths\_nagatsuki.png

Go right again, and check near the bottom of the screen for a <<?Sword (Wasier Rapier)>>:

photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_tdepths\_wasierrapie.png

Go up, and check behind the rock for more <<Star Gloves>>:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths stargloves.png

Go up, then left. Check underneath the trees on the right for another <<?Cloth (Star Cloak)>>:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths starcloak.png

Go up again, check underneath the trees near the center of the screen for another <<?Beret (Star Beret)>>:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths starberet.png

Go left, then down twice. Ignore the chest out in the open, and go down below it for a chest with a <<Holy Symbol>>:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths holysymbol.png

Go back up twice, then right. Go up, then left. Open up the bags for more <<Savory>> and <<Sage>>, one of which is hidden on the left side of the screen:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths holysymbol.png

Go back right, then go up. Open up the bags for more <<Lavendar>> and <<Verbena>>. Go up, then right. Check the trees on the left side of the screen for more <<Star Gloves>>:

 $\verb|photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_stargloves2.png| \\$ 

Go down twice and open up the bags for two more <<Ivories>>, one hidden underneath the trees on the right. Go back up four times, and check the trees on the left side for a <<?Halberd (Saint Halberd)>>:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths sainthalber.png

Go down, left, then down two more times. Look under the trees on the right for an extra <<Ring Shield>>:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths ringshield2.png

Go left twice and open up the two bags for more <<Marbles>>. Now go right, right, up, up, up, and left. Check the tree in the upper right corner of this screen for <<N.G.>>, Klarth's best weapon:

photobucket.com/albums/i166/Zeromus X/top walkthrough tdepths NG.png

Take the upper path right, and open up the two bags for two more <<Pelts>>.

Finally, go back left, up, left, take the upper path right, up, up, up, right, and down to find the <<Sacred Wood>>.

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After finding the Sacred Wood, you'll have the option of warping out of the depths. Make your way out of the Treant Forest, and return to the bow shop. After talking to the bowyer, you'll recieve Chester's best weapon, the upgraded <<Elven Bow>>, with 1180 Attack and an insane 200 Accuracy! Also, you can sell over 2 million Gald's worth of valuables and extra equipment if you found all the other worthwhile treasures in the forest. Needless to say, money should never be a problem again.

***************************************
x Graham's Treasure Hunt Sidequest (Optional)[TOPWS_GTH] x
x
Treasure
Ancient Documents, Pelt x12, 10,710 Gald, Protect Ring, Mental Ring, Hyper Gauntlets*, 4590 Gald, 6120 Gald, 7650 Gald, 23,715 Gald, Rebirth Doll x2, Jet Boots, Silver Shawl x2, 9945 Gald, Sephira, Blue Candle**, Dark Seal, Elixir x6, Mental Ring, 24,245 Gald, 19,890 Gald, Wall Break, Reflect Ring x2, 14,535 Gald, 11,475 Gald, Moon Crystal, 29,835 Gald, Force Ring, Fairy Ring, Clay Pot, ?Halberd (Saint Halberd), 39,780 Gald, Drum Set, Coral x9, Red-Line Shield*, ?Sword (Duel Sword), Hourglass, Elven Boots x2, Tapestry, Blue-Line Shield*, Black Onyx, Green Torch*, Stun Charm, N.G, ?Sword (Luck Blade), Golden Helm*, Marble, 76,500 Gald, Rosania's Dress, Technical Ring, Treasure Hunter Title (Klarth)
Enemies
#040 Crab
***************************************
Graham's Treasure Hunt is another sidequest that can be undertaken after entering the final dungeon once. Like the Depths of the Treant Forest, it can also be confusing, but has a lot of the best items in the game, including some unique items and a few that are required to complete another hidden dungeon.
To start the quest, go to Freezekiel and enter the supermarket. Talk to Graham who is on the left near the counter on the first floor. He'll want you to find the pirate Aifreid's "greatest treasure", and give you a clue to where it might be hidden. Afterwards, you'll get the < <ancient documents="">&gt; key item, and if you talk to Graham, he'll give you clues to the locations of Aifreid's other treasures. You get to keep any other treasures you might find on the search, as long as you give Graham the "greatest treasure".</ancient>
To actually find the treasures, you'll have to fly the Rhea-Birds around the world, landing and trying to enter invisible areas hinted at by the clues Graham gives you. Most of them are pretty well hidden on places you wouldn't think to land or on tiny islands. There are 22 hidden locations in all.

--Crab Battle-----

Watch out when exploring the beaches that carry treasure, as you could run into a super tough optional boss battle...the dreaded Crab! Kidding aside, the Crab has low HP but has a high chance to nullify all elements. It'll never attack you though, so it's just a funny joke boss.

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"Two in northern Euclid. One on a lone island."

photobucket.com/albums/i166/Zeromus X/top walkthrough grahamtreasurehunt1.png

Open up the chests for <<Pelt>>, <<10,710 Gald>>, and <<Protect Ring>>.

Next is an enclosed shore south of Venezia (just south of a longer shore):

photobucket.com/albums/i166/Zeromus X/top walkthrough grahamtreasurehunt2.png

Open up the chests for <<Pelt>>, <<Mental Ring>>, and <<Hyper Gauntlets>>, Cless's best gauntlets and one of the nine Gilgamesh items. Then go right and open up the three chests with <<4590 Gald>>, <<6120 Gald>>, and <<7650 Gald>> underneath the trees on the next screen.

For the third area, check out the second island east of Demeter's Island: photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_grahamtreasurehunt3.png

Open up the chests for <<23,715 Gald>>, <<Pelt>>, and <<Rebirth Doll>>.

"Four in southern Euclid, two of which are on nearby islands."

Next is the shore behind the mountains near Lone Valley:

photobucket.com/albums/i166/Zeromus X/top walkthrough grahamtreasurehunt4.png

Open up the chests for <<Jet Boots>>, <<Silver Shawl>>, and <<9945 Gald>>.

On an island northeast of the Cave of the Spirits:

photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_grahamtreasurehunt5.png

Open up the two chests under the trees in the upper-right corner for <<Sephira>> and <<Blue Candle>>. Open up chest under the tree in the lower-left corner for <<12,240 Gald>>. The Sephira is an accessory that lets you earn 1.5 times more Gald after battle, and the Blue Candle is an important item necessary to complete a later dungeon. You can turn the Sephira into a Blue Sephira with a Rune Bottle that lets you earn 2 times as much Gald instead.

Next, a long island west of Morrison's Manor:

photobucket.com/albums/i166/Zeromus X/top walkthrough grahamtreasurehu-1.png

Open up the chests underneath the trees near the top of the screen for <<Dark Seal>>, <<Elixir>>, and <<Mental Ring>>. The Dark Seal is an accessory that gives the wearer 1.5 times more EXP after battle, but prevents them from using abilities and halves their defense. Using a Rune Bottle on it transforms it into a Demon's Seal that gives you 2 times as much EXP, but seals your abilities and reduces your defense to 0 instead. This EXP bonus doesn't apply to combo EXP bonus and doesn't work on party members outside of battle.

Just below that island, another smaller island:

photobucket.com/albums/i166/Zeromus X/top walkthrough grahamtreasurehunt7.png

Open up the two chests for <<24,245 Gald>> and <<Rebirth Doll>>.

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"Two on Early. One on Fenrir. Three on Midgard near Ymir."
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On the eastern side of Early is a small portion uncovered by the darkness: photobucket.com/albums/i166/Zeromus X/top walkthrough grahamtreasurehunt8.png Open up the two chests for <<19,890 Gald>> and <<Wall Break>>. And on the northern side, another portion uncovered: photobucket.com/albums/i166/Zeromus X/top walkthrough grahamtreasurehunt9.png Open up the three chests for <<Pelt>>, <<Reflect Ring>>, and <<14,535 Gald>>. On the southwestern part of the Fenrir continent, in a secluded valley: photobucket.com/albums/i166/Zeromus X/top walkthrough ght10.png Open up the three chests for <<11,475 Gald>>, <<Pelt>>, and <<Moon Crystal>>. East of Ymir, on a piece of land isolated by the mountains: photobucket.com/albums/i166/Zeromus X/top walkthrough ght11.png Open up the two chests for <<29,835 Gald>> and <<Force Ring>>. An island north of Ymir, and south of the bridge connecting Ymir with Alvanista: photobucket.com/albums/i166/Zeromus X/top walkthrough ght12.png Open the three chests for <<Pelt>>, <<Silver Shawl>>, and <<Reflect Ring>>.

"Two in Alvanista's northeast district. One on each side of Freyland, east and west."

Northeast of Alvanista is an island just above a peninsula:

photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_ght13.png

Open the three chests for <<Pelt>>>, <<Fairy Ring>>, and <<Clay Pot>>.

East of that island is a forest cut off from the mainland by mountains:

photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_ght14.png

On the left side of the screen, underneath some trees, you can find two chests with <<?Halberd (Saint Halberd) and <<39,780 Gald>>.

Northwest of Olive Village, you'll find a desert island:

Open up the four chests for <<Pelt>>, <<Elixir>>, <<Drum Set>>, and another

photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_ght15.png

<<Elixir>>. The Drum Set is a special item that lets you play the in-game drums by using it in the menu.

Northeast of the Tower of Flames, on the northern tip of an island inbetween the Freyland and Midgard continents:

photobucket.com/albums/i166/Zeromus X/top walkthrough ght16.png

Open up all the chests for nine pieces of <<Coral>>.

"One in Midgard's far eastern district. Four in Midgard's northern district."

The first island is sort of south/southeast of the Midgard continent:

photobucket.com/albums/i166/Zeromus X/top walkthrough ght17.png

Open up the six chests for <<Red-Line Shield>>, <<?Sword (Duel Sword)>>, <<Elixir>>, <<Hourglass>>, <<Elven Boots>>, and <<Tapestry>>. The Red-Line Shield is one of Cless's best shields and one of the nine Gilgamesh items.

Just south of the bridge that led to Dhaos's Castle in the past is a small shore:

photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_ght18.png

Open up six more chests for <<Pelt>>, <<Blue-Line Shield>>, <<Black Onyx>>, <<Green Torch>>, <<Stun Charm>>, and <<Elixir>>. Blue-Line Shield is Cless's best shield, and another of the nine Gilgamesh items. The Green Torch is another important item, which along with the Blue Candle you also find in this sidequest, necessary to complete a later optional dungeon.

Nearby, on an island just northwest of where Dhaos's Castle used to be:

photobucket.com/albums/i166/Zeromus X/top walkthrough ght19.png

Open up the four chests for <<N.G.>>, <<?Sword (Luck Blade)>>, <<Elven Boots>>, and <<Emerald Ring>> underneath the tree. N.G. is Klarth's best weapon which you'd already have if you did the Depths of the Treant Forest quest, and the Luck Blade is a nice weapon that gives 80 Accuracy and Luck. It doesn't have as much power as most of the high-end weapons but you should hit successfully almost all the time with it.

North of the Valhalla Plains, is a small inlet uncovered by snow:

photobucket.com/albums/i166/Zeromus X/top walkthrough ght20.png

Open up the three chests for <<Elixir>>, <<Golden Helm>>, and <<Marble>>. The Golden Helm is Cless's best helm and yet another of the Gilgamesh items.

Just southwest of the White Birch Forest is another location behind the mountains:

photobucket.com/albums/i166/Zeromus X/top walkthrough ght21.png

Open up the chests for three <<Pelts>>. Now for the final location.

"With Odin before you and Fenrir on your left, there, in the center of the world, sleeps my greatest treasure."

Just west of the dock south of Moria that leads to Freyland, is a tiny island in "the center of the world":

photobucket.com/albums/i166/Zeromus X/top walkthrough ght22.png

Open up the chests there for <<76,500 Gald>> and the <<Rosania's Dress>> key item, Aifried's greatest treasure.

That should be all 22 locations. Return to Graham in Freezekiel to give him Rosania's Dress. He'll give you another <<Technical Ring>> and Klarth will recieve the <<Treasure Hunter>> title. Enjoy your new treasures and even more Gald!

## 

--Treasure-----

Champion Title (Cless), Ogi: Roaring Fang, (c)Red Card\*, Tea Cup, Tapestry, Marble, Poison Check, Paralysis Check, Stone Check, Pork, Beef, Chicken, Lavendar x2, Verbena x2, Savory x2, Sage x2, Rune Bottle, Holy Bottle, Dark Bottle, Magical Pouch, Magical Ribbon, Magical Broom, Magical Rouge, Star Beret, Star Cloak, Star Broom, Star Mace, Star Gloves, Star Helm, Star Shield, S.D., Apple Gummi, Orange Gummi, Mixed Gummi, Lemon Gummi, Pineapple Gummi, Miracle Gummi

\*Talk to Okayo in Ninja Village with Champion Title equipped

--Enemies-----

#029 Woodkarla, #032 Air Giant, #041 Galleon Sword, #042 Galf Beast,

#050 Queen Bee, #052 Kraken, #056 Clay Golem, #058 Great Tusk,

#083 Chevalier, #092 Skeleton, #099 Superstar, #104 Tyrant, #123 Dhole,

#133 Basilisk King, #139 Pumpkin King, #147 Pharaoh, #177 Boar Boar,

#185 Mighty Oak, #190 Mandrake, #203 Lilith

You can return to Euclid's arena to go through some more optional boss battles, as well as recieve some new prizes. If you've been feeding Cless all the red herbs throughout the game, as well as getting the equipment from Dhaos's Castle, the Treant Depths, and Graham's Treasure Hunt, you should be more than prepared for the arena. Remember to use a non-elemental weapon such as the Eternal Sword, Bahamut's Tear, or the fully powered Gungnir in the arena to avoid having your attacks nullified or absorbed. For accessories, Technical Ring is most certainly recommended so you can jump-attack most of the enemies to death and having freedom of movement, and Stun Charm for the bosses, since they like to dizzy you.

The first time you revisit, you'll face a Skeleton, Kraken, Mandrake, Boar Boar, Chevalier, Mighty Oak, Clay Golem, and Basilisk King. Once again use

Liquer Bottles for the Mandrake and Basilisk King's status effects, and be careful with the Clay Golem and Basilisk King's random nullification. At the end, you'll have the option of fighting a super-tough monster. Say yes to be fully restored and fight the Galf Beast.

--#042 Galf Beast-----

HP: 41,000 TP: 0 EXP: 5000 Gald: 10,000 Attack: 538 Defense: 250 Agility: 60

Elemental Defense: Fire (Somewhat Weak), Light (Somewhat Weak), Darkness (High

Nullify)

Elemental Attack: Darkness

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Recommended level: 50-60+

The Galf Beast is just like the Fen Beast you fought in the Cavern of Ice, without the snow attack thankfully. Since you fight it alone however, it's quite a bit harder. Galf Beast's normal attack is a two-to-three-hit slash that knocks Cless back. He can also summon spikes to come out the ground which are effectively unblockable, and toss Cless up in the air to let him follow up with his normal attack and knock you back into the corner of the screen. As if that weren't enough, he's invincible for part of it's animation, making many Ogis hard to use because he can just retaliate with this attack, pass through them, and smack you in the face. When he's not viciously attacking you, he'll use a backstep to fake you out, though this is actually helpful for some room to heal, run past or away from him, or starting a combo of your own.

Normal attacks with axes or swords aren't a good idea here, because of his backstep, and the fact that getting in close range leaves you vulnerable to his attacks, so start up combos with Thunder Claw or Tiger Fang instead. Thunder Claw-> Dimensional Divide/Dimensional Void followed up by another Dimensional Divide/Void if possible is a good combo, as these skills push the beast back and deal good damage. Another good combo if you're using the Gungnir is Shining Strike -> Claw Strike, as they'll do awesome damage against the beast because of his fire weakness, and be safer to use with the extra range of a spear.

It can be pretty hard to get in a combo in this battle because of the beast's relentlessness, especially if you get dizzied in a corner. Be sure to use items when this happens if your HP gets low, but don't pass up the chance to use Blade of Ascension for massive damage and some breathing space (it knocks down and can dizzy the beast pretty often, if it doesn't kill it by the time you get to use it). If you get lucky and have the right spacing between him, with Gungnir and a Flare Bottle, you can finish him off with just a few Shining Strike-> Claw Strike combos. In addition, the beast is vulnerable to time stop status, so Hourglasses and Chronoglasses are excellent to use on him if you have a lot of those.

Video example: https://www.youtube.com/watch?v=w DjjcYS-nk

After winning, Cless will recieve the <<Champion>> title and you'll get the <<Roaring Fang Ogi>>, a combination of Roaring Lion and Tiger Fang. If you go back to the Ninja Village and talk to Okayo in the southeast corner with the Champion title equipped, you'll receive the <<(c)Red Card>> collectible.

Still, there's more to the arena. To fight another, harder secret boss, you have to clear the arena nine more times. It's tedious, but at least you get different prizes each time for clearing it. You do have to face the Galf Beast afterwards each time, however.

The second time, you'll fight a Skeleton, Dhole, Kraken, Clay Golem, Basilisk King, Tyrant, Mandrake, and Skeleton King. You'll get the "special item set", <<Tea Cup>>, <<Tapestry>>, and <<Marble>> for winning.

The third time, you'll fight Woodkarla, Boar Boar, Kraken, Basilisk King, Clay Golem, Tyrant, Mandrake, and Super Star. The Superstar can paralyze you, so use a Liqueur Bottle against it. You'll get the "charm set", <<Poison Check>>, <<Paralysis Check>>, and <<Stone Check>> for winning.

The fourth time, you'll fight Chevalier, Dhole, Kraken, Skeleton King, Pharaoh, Tyrant, Skeleton, and Queen Bee. The Pharaoh and Queen Bee can paralyze you, so use Liqueur Bottles against them. You'll get the "meat set", <<Pork>>, <<Beef>>, and <<Chicken>> for winning.

The fifth time, you'll fight Mighty Oak, Great Tusk, Kraken, Basilisk King, Clay Golem, Tyrant, Boar Boar, and Air Giant. You'll get the "herb set", two of each <<Lavendar>>, <<Verbena>>, <<Savory>>, and <<Sage>> for winning.

The sixth time, you'll fight Chevalier, Woodkarla, Pharaoh, Basilisk King, Clay Golem, Tyrant, Mighty Oak, and Pumpkin King. You'll get the "bottle set", <<Rune Bottle>>, <<Holy Bottle>>, and <<Dark Bottle>> for winning.

The seventh time, you'll fight Queen Bee, Great Tusk, Air Giant, Superstar, Tyrant, Skeleton King, Basilisk King, and Galleon Sword. You'll get the "magical item set", <<Magical Pouch>>, <<Magical Ribbon>>, <<Magical Broom>>, and <<Magical Rouge>> for winning. The Magical Rouge is an item that gives you a 10% discount on store prices when used, and you can use it indefinitely.

The eighth time, you'll fight Pumpkin King, Tyrant, Skeleton King, Woodkarla, Pharaoh, Dhole, Superstar, and Galleon Sword. You'll get the "magician's star item set", <<Star Beret>>, <<Star Cloak>>, <<Star Broom>>, and <<Star Mace>> for winning.

The ninth time, and every time after, you'll face a random selection of the above eight groups of monsters. You'll get the "swordsman's star item set", two of each <<Star Gloves>>, <<Star Helm>>, and <<Star Shield>> for winning.

The tenth time, if you try and fight the Galf Beast, it'll be dispatched by a mysterious girl, Lilith before you can fight it. She might seem familiar if you've played another Tales game, Tales of Destiny...After a conversation, Lilith will challenge you to a duel instead.

Once again, the Eternal Sword, Bahamut's Tear, Muramasa, or Luck Blade are recommended, however you'll want to avoid the Gungnir because of its length, most of its attacks will go right through Lilith because of her small size. Stun Charm and Technical Ring are again recommended for accessories. If you can, also visit Geeth's Shop beforehand to trade in your Ivory for Mahjong Tiles, they're very helpful, and greatly recommended for this fight on higher difficulties.

--#203 Lilith-----

HP: 40,000 TP: 1000 EXP: 1 Gald: 100 Attack: 400 Defense: 700 Agility: 130

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (High Nullify), Wind (May Nullify), Thunder (Absorb More), Light (May Nullify), Darkness (High Nullify)

Dropped Items: Black Onyx

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Recommended level: 50-60+

Don't be fooled by Lilith's short stature; she's one of the hardest bosses in the game. Having just Cless alone certainly doesn't help matters, but Lilith is also one of the most relentless enemies in the game. She'll wail on you with a variety of attacks, all of which can break through your guard like paper and dizzy you. Lilith has a multi-hit normal combo, her own Swallow Kick, and electric Roaring Lion called Thundering Roar, a juggling Thunder Fist, and the multi-hit combo Rolling Thunder. When she gets low on HP, she'll use the devastating multi-hit Thunder Sword and a powerful one-hit Thunder Fang Ogis. Keep an eye on your HP when she starts to use these since they can wipe you out if you're low on HP.

Like Odin and the Galf Beast, she can easily drive you into the corner with her attacks, and the random nullification of your attacks doesn't help matters. However, unlike those bosses, Lilith's small frame makes her much easier to push back for more space. Use abilities like Roaring Lion and Roaring Fang to attack and push her back so you can use Flare Bottles, healing items, or continue into another combo. If you're really unlucky with the nullification, use a Mahjong Tile. Not only will it usually deal a fair amount of damage, it'll also interrupt Lilith so you can actually get some hits in on her. These are heavily recommended for the higher difficulties since Lilith can tear through 9999 HP surprisingly fast on those modes. Once again, don't hesitate to unleash the Blade of Ascension if Lilith is really pounding you into a corner.

If you come here later in the game after getting Excalibur, and the Roaring Storm Ogi from a later dungeon, Tiger Fang -> Roaring Storm is excellent against Lilith. Of course, by then, the prize you get for defeating her would be much less useful.

Video example: https://www.youtube.com/watch?v=lvLlTLtTsVs

After winning, more dialogue and you'll recieve the <<S.D.>> sword for Cless. His second-best sword, it has the fire element, which a surprising amount of enemies are weak to. It should be your most powerful balanced weapon if you've been following the guide so far.

Afterwards, you'll get the last prize set from the king and queen too, the "gummi medicine set", 1 of each gummi. Every other time you clear the arena,

you'll get this set as the prize. There's nothing else to really do at the arena, and I'm sure you're sick of it by now, so let's make way to the next sidequest.

***************************************	XX
X	Х
x Moria Mine: Dwarven Ruins (Optional)[TOPWS_MML]	Х
X	Х
***************************************	XX
Treasure	

Incense, Cabbage, Dark Bottle, Orange Gummi x2, Dash Ring, Spectacles, Flare Bottle, Life Bottle x3, Gremlin Lair Summon, Black Hole Spellbook, Bread, Apple Gummi x2, Iron Gloves, Iron Sallet, Broom, Mixed Gummi x2, Poison Check x2, Silver Shawl, 'Armor (Leather Armor) x3, Marble, Miracle Charm, Pineapple Gummi x2, 'Sword (Long Sword) x3, 'Axe (Bahamut's Tear), Miracle Gummi x5, Milk x4, Stone Check x3, Lemon Gummi x2, Ninto Kikyo, Kannazuki, Hourglass x2, Force Ring x2, Rune Bottle x2, Reflect Ring x2, 'Armor (Gold Armor), Red Savory, Fairy Ring x2, Rebirth Doll, 'Sword (Ice Coffin), Elixir, 'Sword (Fame Face), Emerald Ring, 'Armor (Reflex), 'Beret (Star Beret), 'Cloth (Mithril Mesh), 'Helmet (Leather Helm), Cheese, Sage, Mercury, May Shower Scroll (470,000 Gald), Persian Boots, Ninto Chizakura, Life Bottle x2, Red Lantern, Nightmare Boots, Big Bang Spellbook, Spell Master Title (Arche)\* Ogi: Roaring Storm, Scout Orb, 'Sword (Excalibur), Gilgamesh Title (Cless)\*\*, (c)Statue of Bravery\*\*

\*If all of Arche's spells have been collected

\*\*Talk to the boy in Freezekiel inn with all nine items of Ishtar

--Enemies-----

#046 Kiyomasa, #063 Cerberus, #123 Dhole, #126 Ninja Master, #135 Hatamoto, #137 Banshee, #143 Bigfoot, #145 Beast Master, #149 Phoenix, #154 Black Dragon, #188 Manta

(floor 21): #058 Great Tusk, #078 Jack-o-Lantern, #189 Manticore, #210 Lobo

--Shops-----

## Supply Unit

Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
Liqueur Bottle60	Holy Bottle80	Dark Bottle20
Rune Bottle3500	Spectacles10	Chicken40
Beef64	Pork56	Bread20
Rice32	Dried Seaweed16	Carrot150
Cabbage40	Potato250	

After entering Dhaos's Castle, more floors of the Moria Mine will be available, the Dwarven Ruins you probably heard about at the Alvanista Adventurer's Guild. Before exploring them however, be certain you have the Sapphire pact ring from Lone Valley. It'll be needed for the optional summon you can obtain here. Also make sure you have the Green Torch and Blue Candle from Graham's Treasure Hunt, they'll be needed to light up the lower parts of the dungeon.

Other than that, this is essentially the game's bonus dungeon, so it can be a bit more difficult compared to the rest of the game. There are no save points except for one at the beginning and one at the very end, so it's helpful to be prepared. Make sure Mint is at level 53 so she knows the Time Stop spell, it's extremely helpful for stopping enemies so you can mow them down without much retaliation. Otherwise, if you've done the other sidequests recommended before this one, you should be more than prepared with the proper gear. Make sure you're fully stocked on gummis, bottles, and food items, particularly ones for TP-restoring recipes. I recommend a team of Cless, Chester, Suzu, and Mint for the dungeon, with Mint casting Time Stop, Chester and Suzu tearing through enemies with Roaring Thunder/Whirlwind held down on shortcuts, and Cless, well, being Cless. Not to say that Arche or Klarth are unusable, I just find the spell animations slowing down the battles to be annoying at this point of the game, especially with the many random encounters you'll fight in the dungeon. If you're more patient than I am don't let me stop you from using Arche or Klarth if you enjoy using them; the dungeon is perfectly beatable either way.

Anyway, head down to floor 9 using the shortcut on the first floor, and then head to the room at the northeast. Inside, you'll find a number of adventurers from Alvanista. You can purchase supplies from the Supply Corps person in purple, and talk to the adventurer in black in the upper-right to rest. Down below you can take the stairs to floor 10 and a save point. When you try to continue to the left however, you'll find that all the Holy Bottles in your inventory will shatter. Yes, you have to go through this dungeon without the aid of Holy Bottles unfortunately, so the random encounter rate may be higher than what you're used to.

--Random encounters-----

There are quite a few new unique enemies in the depths of the mines; not many palette swaps here. You'll encounter Kiyomasas and Ninja Masters pretty often, Kiyomasas have a ton of HP but aren't interesting otherwise. The Manta is a flying enemy that's weak to fire, it's very easy to combo with Cless and Arche if you're trying to get large combo EXP. Black Dragons can be pretty dangerous, with breath that can petrify you, so be careful around them. The Banshee can be an annoying enemy, its scream will put the party to sleep if it hits, so guard against it while getting close enough to attack. Bigfoot is another annoying enemy. While goofy looking, it can hide in its shell to prevent all damage to it, prolonging the battle. However, any spell that stops time for an animation will interrupt them out of their shell. Have Mint use Time Stop, then gather them up in a corner and destroy them like any other enemy. Bigfoots also drop Ivory which you can use to make Mahjong Tiles at Geeth's shop. Beast Masters are Hell Master palette swaps, they appear with weaker beast enemies like Boar Boars and Dholes. Finally the Phoenix is another potentially annoying enemy, since it flies so high in the air and absorbs fire attacks, if you're using the S.D. you'll have to use other elemental types of attacks (like Divine Seal) to get around that.

Appropriately, the enemies here give out the best experience in the game, not too shabby Gald either. If you're willing to give up one of your party member's abilities, equip the Demon's Seal and you'll gain levels like crazy.

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Keep going onto the left, across the bridge and into the next screen. Go down the stairs to reach floor 11, then continue to the next screen on the right. Continue right across another bridge to another room, then head down the stairs. Go left, across the bridge, and into yet another room to reach floor 12. Down the stairs here, you'll find a doorway to the right and more stairs

leading down. Take the stairs down to find chests with <<Incense>>, <<Cabbage>>, <<Dark Bottle>>, and <<Orange Gummi>>. Go back up and take the door to the right for floor 13 and another bridge. In the middle of it, you'll find a chest with a <<Dash Ring>>. Continue to the right. You'll find three chests with <<Spectacles>>, <<Flare Bottle>>, and <<Life Bottle>>. Continue down the stairs to reach floor 14.

Take the door on the left, and go across the bridge. On the next screen, head down the stairs to reach floor 15 then head to the right. Across a bridge, down more stairs. This time you'll encounter a worried adventurer on the floor. Head through the door on the left for floor 16, then head across the bridge and down more stairs. You'll see another door on the right and stairs leading down. Take the stairs below to reach a room filled with miasma. Watch your step and continue down to be stopped for an event. If you have the Sapphire Pact Ring, Klarth will obtain the <<Gremlin Lair>> summon. It deals pretty poor damage and the animation is pretty long. I'd still stick to Aska or Origin if you use Klarth.

Anyway, head back up and take the door on the right for floor 17. In the middle of the bridge you'll meet another adventurer. Continue to the right for a screen that finally isn't just stairs or bridges. You'll see four switches on the floor, and a locked door below. To the left is a sign with the clue for opening the door, "when all the switches are pressed, the path will open". On the right is a sign that says "Emergency Exit" and a teleporter that will take you back to the entrance; it is a one-way trip however. To open the door, step on the switches, from left to right, in this order: 1, 2, 3, 2, 4. All the switches should be pressed and the door should open. On the other side, you'll see four more switches to open the door from that side; the order to press them in is the same, except from right to left instead of left to right. At any rate, head down the stairs to reach floor 18.

Starting on this floor, the screens will start to get darker. You'll only be able to see the small circle around yourself starting on this floor. From the entrance, you should see two paths leading left and right. Take the left path and follow it until you see some stairs. Go down the stairs and then follow the path left until you see a door on the left side (might be somewhat hard to see). Go through it and open up the chest for the <<Black Hole>> spellbook for Arche. It's a darkness elemental spell that does around 4000 damage to enemies that aren't resistant to dark; I'd still stick with Meteor Swarm if you use Arche. Now backtrack to the entrance of the floor. This time take the right path until you see some stairs and another path to the right. Ignore the stairs and continue right. Continue until you see some more stairs (below two blue torches), and ignore them for now, taking the path on the right again. Follow it up to a room with <<Bread>>, <<Apple Gummi>>, and <<Iron Gloves>>. Backtrack to the stairs, go down them, and follow the path on the right until you see another blue torch. Just to the right of it should be another doorway in the wall, go through it for three chests with <<Iron Sallet>>, <<Broom>>, and <<Mixed Gummi>>. Now go back out to the blue torch. There should be three paths, one above, and two below. Take the left path below until you see two stairs above and below you, and another path to the lower-left (beyond some spikes). Take the lower-left path to reach the stairs leading to floor 19.

This next floor can be kind of confusing. Below you'll see eight paths that lead into somewhat of a tiny maze. From left to right, enter the first or second paths first (the ones all the way on the left side). Follow them until you reach a chest with a <<Poison Check>>, then return to the entrance. Now enter the path fifth from the left (the one just to the right near the entrance), and open up the two chests for <<Silver Shawl>> and <<?Armor (Leather Armor)>>. Now go back and enter the third or fourth path from the left (the two just left of the entrance). Keep going until you reach a three way

fork. A path on the left, a path in the middle (just leads to a wall), and a path on the right. Take the path on the right and follow it until you see some stairs. Go down them, and go to the upper-right, up some more stairs. Go through a door on the right and open up the chest for some <<Marble>>. Now return to the three-way intersection and take the left path. Again follow it until you see some stairs. Below, you'll find three more paths. Take the path on the right, down into a room with <<Miracle Charm>> and <<Pineapple Gummi>>. Go back, and take either the left or middle path for a chest with <<?Sword (Long Sword)>>. Don't worry, I promise there's real treasure coming up soon. Continue to the left and go go up the stairs for another doorway in the upperleft. The next screen has another bridge; open up the chest in the middle for <<?Axe (Bahamut's Tear)>>, and then continue left to the next screen.

This next screen is even darker than the last few; you won't be able to see anything around you except the faint torches and treasure chests. There will be a flash of light about every 10 seconds to help you though. If you use the Green Torch and Blue Candle here however, you'll be able to light the room up enough so you can clearly see the paths.

You'll notice this screen is like a grid, similar to previous areas of the game. Some paths in the grid are cut off by rocks or similar obstacles, so you'll have to do some going around to get all the treasure even if you can see it nearby. To begin, go down from the entrance and left to open up the chest for a <<Miracle Gummi>>. Then go back up and go left for a chest with <<?Armor (Leather Armor)>>. Keep going up and open up the chest on the right for some <<Milk>>. Here they'll be two paths, one to the left and above. Take the path up, and open up the blue chest for a <<Stone Check>>. Then go left and open up the chest for a <<?Sword (yet another Long Sword)>>. Go back right and down, and this time take the path to the left. Go up and down at the first intersection for two chests with <<Poison Check>> and <<Stone Check>>, then return and continue left once. Go up for a chest with <<Lemon Gummi>>, then go down and right for <<Milk>>. Go back left then up, and then continue left once. Go up and down for more <<Milk>> and <<?Armor (Leather Armor)>>. Continue left, ignoring the red chest right below for now. Go up then go left for a blue chest with another <<Stone Check>>, then follow the path right for a room with <<Ninto Kikyo>> and <<Kannazuki>>, an earth-elemental weapon for Suzu and her best armor, which absorbs wind attacks.

Head back to the chest you ignored, and this time take the path left. Go up for a chest with even more <<Milk>>, then follow the path down. There'll be a door on the left, and below it, a blue chest. Open it up for <<Lemon Gummi>>, then go through the door for a room with <<Hourglass>>, <<Force Ring>>, and <<Rune Bottle>>. Now go back to that chest you ignored, and open it up for a <<Reflect Ring>>. Go back right twice, down once, then left once. Go down for a chest with <<?Armor (Gold Armor)>>, Cless's best armor and one of the Gilgamesh items. Go back up and then left, opening the chest on the left for another <<Poison Check>>. Then go down twice, and follow the path left for another <<Reflect Ring>>. Go back up into the grid, then go right three times. Go up for a chest with another worthless <<?Sword (Long Sword)>>. Finally go down twice out of the grid. Follow the path right for two chests with <<Pi>Pineapple Gummi>> and <<Red Savory>>. Follow the path left to reach the stairs to floor 20.

This room is filled with statues that push you back if you get too close and they see you. They're spread about the room in a way that makes just walking to the exit impossible, so you have to travel this room in a specific way to get through. Travel in the direction indicated in the picture, then step in front of the statue directly above Cless in the picture to let it push you past the statue nearby:

photobucket.com/albums/i166/Zeromus\_X/top\_walkthrough\_mml\_statues1.png

Then step in front of the statue directly below Cless in this picture to let it push you past another nearby statue:

photobucket.com/albums/i166/Zeromus X/top walkthrough mml statues2.png

Go left below the nearby statue for a chest with a <<Fairy Ring>>, then go down the stairs to reach floor 21, the final floor.

--New enemies------

Starting on this floor, you'll encounter new monsters. The most dangerous and noteworthy of them all is the Lobo, a wolf who can summon a snowstorm like our best pal the Fen Beast. Combined with the other enemies it can appear with that you have to go through to reach him, this can be one of the most dangerous random encounters in the game. Don't hesitate to use an Hourglass right away if Mint can't get Time Stop off, and run right for the Lobo to take care of it first. As for the other enemies, there's the Great Tusks who will now appear with Beast Masters, they drop Ivory and aren't too much trouble. The Jack-o-Lantern and Manticore are rarer enemies, the Manticore can poison you but otherwise they're pretty tame too.

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Open up the chests scattered around the corners of this room for <<Rune Bottle>>, <<Force Ring>>, and <<Rebirth Doll>>, then go through the door in the lower-right corner to the next screen.

This next room is pitch-black; even with the Blue Candle/Green Torch it can be hard to make out where you're going. Thankfully, there is still the flash every few seconds to help.

Go up until you see two blue torches. You should be able to make out two sets of stairs below you and above you to the right. Take the stairs below, until you see two blue chests nearby. Open them up for <<?Sword (Ice Coffin)>> and <<Fairy Ring>>. Continue down for two more chests with <<Elixir>> and <<Apple Gummi>>. Go back up the two sets of stairs near the torches, and this time go down the right stairs. There should be a lone blue torch nearby. Down below is some more stairs, and to the upper-right is a path leading to more stairs. Go down below and open up the red chest for a <<?Sword (Fame Face)>>. Then go back up and take the upper-right path. You'll see stairs above and below you. Take the stairs above for a room with <<Emerald Ring>> and <<Orange Gummi>>. Go back down and take the stairs below. There'll be a torch, more stairs below, and a path to the right. Take the path to the right and open up the chest on the right for <<?Armor (Reflex)>>. Then go down and open up the blue chest for a <<Hourglass>>. Go back to the torch, and then go down the stairs. More stairs below and a path to the left with another torch. Go down for a chest with <<? Beret (Star Beret)>> and then take the path left. You'll come across another chest and some more stairs. Open up the chest for a <<?Cloth (Mithril Mesh)>> and then go down the stairs and open another chest on the left for <<?Helmet (Leather Helm)>>. Continue down the path to the right. You'll come across another path leading down to another screen, and a bridge leading to the right. Take the path down to another screen. Be careful, as this screen is filled with  ${\tt miasma...}{\tt Check}$  the left side of the screen for two chests with <<{\tt Cheese}>> and <<Sage>>. Then return to the previous room and go across the bridge on the right. In the corner will be a blue chest with a <<Mixed Gummi>>. To the right, on the wall near some blue torches, is a door leading to another room, it's easy to miss:

Go through it for a chest with <<Mercury>> and a wandering ninja. They'll teach Suzu the <<May Shower>> skill for 470,000 Gald. It's a pretty nice multi-hit skill that juggles the enemy, but Whirlwind is more practical in most situations. Anyway, go back and continue up. Above some stairs, you'll reach another hard-to-see door on the right wall. Go through it for a save point and more stairs leading to the next screen. Save, and make sure you're prepared for the upcoming boss. Go up the stairs and follow the path until you reach the Wyvern.

--#211 Wyvern-----

HP: 41,000 TP: 0 EXP: 10,000 Gald: 10,000 Attack: 989 Defense: 580 Agility: 60

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (High Nullify), Wind (Absorb More), Thunder (Absorb More),

Light (May Nullify), Darkness (High Nullify)

Elemental Attack: Wind

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Recommended level: 60-65+

The Wyvern is basically Ishrant on crack. Realizing that just leaving fireballs near him isn't enough, the Wyvern will fire volley after volley of fireballs at the party. The nonstop fireballs can make it difficult to get near him or do anything at all.

Definitely equip the Bahamut's Tear so your attacks don't get nullified so often. Other than that, I recommend a team of Cless, Mint, Suzu, and one other character. Start up the battle with Thunder Claw and hold down Suzu's Fox Drop on a shortcut. She'll constantly be teleporting above the Wyvern and attacking it, helping to interrupt it a lot. Together with Thunder Claw, Dimensional Divide/Void and Roaring Thunder, Meteor Swarm, and Origin from Chester, Arche, or Klarth this should keep the beast stunlocked pretty well, even more if Mint supports. If you can pull if off, Divine Seal is also good if you can get him pushed into the corner.

You can also make this battle trivial by equipping your characters with fire-nullifying gear. Two Princess Shawls on the girls will completely protect them from the fireballs, and indeed, with Suzu's Kannazuki to absorb the boss's physical wind attacks, she'll be completely invincible for the battle. For the guys, two Flare Capes each will give them decent protection.

After that, head on up to the next screen for the fruits of your labor. Open up all the chests on the sides for <<Persian Boots>>, <<Ninto Chizakura>>, <<Miracle Gummi>>, <<Miracle Gummi>>, <<Life Bottle>>, <<Red Lantern>>, <<Nightmare Boots>>, <<Mixed Gummi>>, <<Miracle Gummi>>, <<Miracle Gummi>>, <<Miracle Gummi>>, <<miracle Gummi>>, <<mort the middle of the room for the <<Big Bang>> spellbook, <<Roaring Storm>> Ogi, <<Scout Orb>>, and

<<?Sword (Excalibur)>>.

Lots of nice new treasure! Persian Boots reduce all damage against the wearer by 30%, and Nightmare Boots increase the movement speed of female characters by 30%. The two can change into eachother with Rune Bottles, so you can have up to two of both. Ninto Chizakura is Suzu's best weapon. The Red Lantern is another lamp item, together with the Blue Candle and Green Torch they can light up lower Moria much better, and will also help for the dungeon we're visiting next. Big Bang is Arche's best spell, light elemental and deals around 5-6000 damage on enemies that are neutral against light. If you've been following this guide so far, Arche should get her <<Spell Master>> title for collecting all of her spells after obtaining it. Roaring Storm is a combination of Roaring Lion and Autumn Sandstorm, and is one of the best Ogis for trapping the enemy in a corner. The Scout Orb is a wonderful tool that lets you change the random encounter rate at will; an infinite Holy or Dark Bottle. Finally, Excalibur is Cless's best weapon, and the final of the nine Gilgamesh items. You can back to Freezekiel and talk to the boy in the inn in order to get Cless's <<Gilgamesh>> title now. You'll also recieve the <<(c)Statue of Bravery>>, the last Collectible item.

Now, save and go aaaallll the way back up the floor 17, and use the emergency exit to warp back to floor 10 and head out of here. There's still a few more sidequests left to do.

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X	Х
x Cave of Darkness	Х
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xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	X
Treasure	
Shamisen, Tea Cup, Mercury x3, Clay Pot, Jiraiya Scroll (54,000 Gald), Emerald Pact Ring, Shadow Summon	
Enemies	- –
#018 Evil Sword, #045 Gargoyle, #126 Ninja Master, #138 Hanzo, #155 Black Knight	
(floor 2+): #196 Lycurgus (floor 4): #095 Storm Rider	

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The Cave of Darkness is southeast of Early. In it, you can find more treasures and yet another optional summon. You could've visited here earlier, but without the Red Lantern, Blue Candle, and Green Torch from Graham's Treasure Hunt and the Dwarven Ruins, you can't get very far in the cave. You also need the Amethyst pact ring from the Cave of the Spirits to form a pact with the spirit here.

--Random encounters-----

Not many new enemies here unlike the Dwarven Ruins. The only noteworthy enemies are Lycurgus, who appears starting on the 2nd floor, who can cast pretty dangerous spells, remember to go after them first. Other than that, on the 4th floor, you'll face Storm Riders. They can cast Tidal Wave and Explode, and absorb wind and thunder, so Roaring Thunder/Whirlwind spam won't work on them;

just use other abilities against them instead. They can also petrify your characters, so equip Stone Checks or use Liqueur Bottles.

All of the enemies in this cave drop tons of Gald; this is probably the best place to grind for Gald in the game, especially with the Blue Sephira equipped.

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Right when you enter, there'll be a sign saying you can't progress without the "Tools of Light", the three colored lamps. Continue to the right and follow the long path until you reach a door. Go through it to the next area.

Here it'll be pitch-black; the only way to see is to activate the lamps. Turn them on, and examine the sign in the upper-right for a clue, "Red light shines in the darkness". Turn off all the lights except for the Red Lantern, and the door ahead should open. Go through it and down the stairs to the next floor.

There'll be two paths to your left and right. Both paths lead to the same door, but each path has a different treasure. Take the left path for a <<Tea Cup>> and the right path for a <<Shamisen>>. When you reach the door, go through it to the next room. Another sign, this time it reads "Purple light shines in the darkness". Turn on the Red Lantern and Blue Candle (since red and blue create purple) to open the door. Go through it for another sign and door. This time it says "Then white light shines in the darkness". Activate all three lights to open up the door. Go through it and down the stairs to the next floor.

This room might seem big because of the darkness and columns, but there's really not much in it. From the entrance, go up at the first opportunity. Then go left until you see a red chest. Open it for some <<Mercury>>, then go down as much as you can. Now go left as much as you can, until the screen stops moving. You should see a red chest below with more <<Mercury>>. Now go up until you see a path right. Go right a bit for a red chest with a <<Clay Pot>>, then return to the left and continue up until you reach a door. You should also see a wandering ninja nearby. You can buy <<Ji>iraiya>>, Suzu's ultimate skill, for the bargain price of 54,000 Gald from them. Jiraiya is actually a pretty beastly skill, though it has a slow start up, the flames can really wreck the enemy if they're in a corner. Anyway, continue up through the door to the next area.

This next screen can be confusing. It has a door, two lamps, and a sign that says "At 4:48, fire leaps out". Basically, you have to fire the sorcerer ring while standing in a position where your shadows from the two lamps resemble a clock at 4:48. Go three steps right of the top lamp, then go down six squares. Then fire the sorcerer's ring, and the door should open. Or if you prefer, a picture example:

photobucket.com/albums/i166/Zeromus X/top walkthrough cod ring.png

Go through the door and down the stairs to the next floor.

From the entrance, ignore the first path left you see and keep going up. Take the second path left you see, and check above and below you for two chests with more <<Mercury>>. Continue left to the next screen. Open up the blue chest for the <<Emerald>> Pact Ring. It reduces all elemental damage for Klarth except for light, and is also necessary for yet another optional summon we'll get later on. Go back right to the previous screen, and then take either the upper or lower paths left to the next. Keep following the path until you reach a door; go through it to the next screen.

-- The Puzzle Everyone Hates-----

This room has what can be a doozy of a puzzle if you don't think outside the box. There are four switches in the corners, a circle in the middle of the room, four signs, and another door. The four signs read:

"You stand in the southeast, the flames of passion burning bright as you seek new strength.

To the north and west lay lands yet covered in darkness, between them, a sanctuary untouched by the sun's rays.

The torch of hope lights the way to your final destination, but for tonight, return to the safety of the city and rest. Good things come to those who wait.

There is more to life than your next destination, but it never hurts to know a little geography."

The first sign is basically telling you to stand on the southeast switch and activate the light there.

The second sign refers to the "north and west" buttons, not pressed, since they are "yet covered in darkness". The "sanctuary untouched by the sun's rays" is the circle in the middle of the room.

The third sign tells you to step on the switch that's the "final destination", but which one is that?

The fourth sign is the big clue to help you solve the riddle. Think of the continent of Early. The Cave of Darkness is to the southeast (the southeast switch) of Early, the circle in the middle of the room. The "final destination", Dhaos's Castle, is northwest of Early. Therefore, it wants you to step on the northwest and southeast switches. But what next? "Return to the safety of the city and rest". After lighting the switches, "rest" on the circle for about 30 seconds to open the door. Go through it to the next screen.

------

Here you'll meet the Spirit of Darkness, Shadow. After a conversation Klarth will form a pact with him and gain the <<Shadow>> summon. He's a pretty pathetic summon for all that you have to do to get to him. The damage isn't bad (4-5000 damage, on par with Aska) but the animation is fairly long and the attack is Darkness-elemental, which many enemies are resistant to.

Afterwards, make your way out of the Cave of Darkness. Remember to use the appropriate lamps to open the appropriate doors on the way out. Outside, you can see a funny skit after gaining Shadow.

There's still one last thing to do. Now that you have the Emerald pact ring, you can fight the final optional boss and gain Klarth's final summon.

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x Fighting Pluto[TOPWS_FPL] x
X 2
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Treasure

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To obtain Klarth's last summon, you'll need to have the Emerald pact ring from the Cave of Darkness. Once you have it, make your way all the way back down the Moria Mine/Dwarven Ruins. Yes, you have to go all the way back down there...well, if it's any consolation, without having to look for treasures, having the Scout Orb to avoid encounters, and all three lamp items, it should go much faster.

This is the toughest boss fight in the game. Make sure you trade in your Ivory for 15 Mahjong Tiles at Geeth's shop before heading back over to Moria, they're immensely helpful for the boss. Also make sure you have at least a few Hour/Chronoglasses.

I recommend a team of Cless, Chester, Suzu, and Mint. Give Cless the Technical Ring and Persian Boots (or another good accessory of your choice), Mint a Mystic Symbol and Black Onyx, and Chester/Suzu as many Black Onyxes as you can, if not two than at least one and another good accessory. The Black Onyxes are to have enough HP to soak up the massive damage the boss can deal to your party.

Once you're ready go all the way back down to floor 21, and make sure to save at the save point before you fought Wyvern. Go back down into the room with the miasma that was near the bridge. If you go down, you'll be stopped for a scene. Afterwards, you'll fight the Lord of the Demonic Realms, Pluto, and his pet Cerberus.

BOSS: Pluto and Cerberus

--#162 Pluto-----

HP: 45,000 TP: 3000 EXP: 9900 Gald: 15,500

Attack: 789 Defense: 363 Agility: 30

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),

Light (May Nullify), Darkness (Absorb More)

Elemental Attack: Darkness

Dropped Items: ?Sword (Doom Blade)

--#063 Cerberus-----

HP: 42,000 TP: 0 EXP: 7700 Gald: 8800 Attack: 770 Defense: 248 Agility: 70

Elemental Defense: Fire (Somewhat Strong), Light (Somewhat Weak), Darkness

(High Nullify)

Elemental Attack: Darkness

Dropped Items: Mixed Gummi

Stolen Item: Pelt

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At the start of the battle, you'll be surrounded with Cerberus on the left and Pluto on the right. Pluto is certainly an annoyance; even though he's quite large, he has several flames surrounding him at all times. This makes it impossible to really stunlock him in the traditional sense of combo-ing the enemy to death; in fact it's hard to even get near him at all. Pluto also has a very irritating flame attack that fires about 10-20 flames that home in on the party. As well, when Pluto raise his arms into the air, he'll summon shadowy hands that come out of the ground and brutalize the entire party regardless of position; unguarded it'll certainly kill characters without enough HP. He can also cast Earthquake and Black Hole nearly instantly. And if you can actually get him cornered enough, he can just teleport right out of your combo, to another part of the screen, dragging his flames along with him to mess your party up even more. While you're dealing with all of this you have his annoying guard dog interrupting your support characters.

For this battle I find putting all the characters on "Defend yourself" and simply manually commanding them to be the most effective; since at least if you catch Pluto unleashing an attack, you can just let go of the shortcut buttons and let them guard. It'll also make sure Mint doesn't do something silly like waiting until it's far too late to heal, or casting the wrong spell, costing you victory. Make a formation with Suzu and Chester on the left, Mint in the middle, and Cless on the right. At the very start of the battle, shortcut Chester's Roaring Thunder and Suzu's Whirlwind to target Cerberus, have Mint use a Chronoglass to freeze Cerberus (he's vulnerable to Time Stop) and have Cless use a Mahjong Tile to interrupt Pluto. Right afterwards, start using Dimensional Void on Pluto (this will be your main source of offense, since most other attacks are either too slow or don't have enough range to attack him from afar). Try to get close enough to him so the upwards part of the attack can hit him, but far away enough so that his flames don't interrupt you. If successful in hitting him, have Mint use two Flare Bottles on Chester and Suzu to help get rid of Cerberus faster, then have her cast Time Stop to renew the time freeze on him. After the Dimensional Void is over, use another Mahjong Tile on Pluto just in case.

Cerberus should go down shortly if you've been successful so far, at that point change Suzu's shortcut to Jiraiya, and reposition her behind Cless. Keep using Dimensional Void on Pluto, and have Mint use Mahjong Tiles whenever you see Pluto start to do pretty much anything. Often, once you get a good combo started on him, he'll start to teleport away to escape. If this happens just reposition yourself so you're the right length away. I recommend against reversing the party formation in this case, since pincering Pluto is actually very beneficial. If his flames are high enough so your characters can just stand under him, you can have Suzu spam Jiraiya and Cless use Divine Seal to really damage him (Suzu is invincible while using Jiraiya until the frog comes down, so she can just "jump" through his flames and come down below them to unleash the attack). Using single sword swipes can also interrupt Pluto if you are below him. Keep having Mint use Mahjong Tiles if you aren't able to interrupt Pluto in time, and healing the party too of course. If you can keep Pluto locked up despite his tricks, he'll go down soon enough.

Of course, things can go wrong sometimes. You might use a Mahjong Tile too late, or Cless's Dimensional Void doesn't hit when it comes up, letting Pluto get off an attack. If Pluto uses his flame attack, just guard against it, try to prevent some of the flames from hitting Chester and Suzu (Mint can unwillingly help with this too). For his hand attack, there's not much you can do but guard against it, have Mint heal directly after it assuming she's still alive. If you see him casting a spell, have anyone that's free use a Mahjong

Tile if you aren't close enough to interrupt it with Dimensional Void. If one or more characters die, things can go south pretty quick, especially if Cerberus is still alive. Use Chronoglasses if that's the case, and keep using Mahjong Tiles/Life Bottles/healing items until everyone is back on their feet. In the unfortunate situation that Cless is left alone, he still has a small fighting chance. Use Elixirs and guard with him until he can use Blade of Ascension, since he's invincible while using it, he'll pass right through either of their attacks and deal great damage to Pluto, hopefully dizzying him so you can revive the other characters.

If that wall of text was too confusing, here's a video example:

https://www.youtube.com/watch?v=r7KjUpLnm88

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Afterwards, Klarth will be able to summon <<Pluto>>, his ultimate summon, and gain the <<Summon Master>> title if you gained all of his other summons as well. Pluto is finally a worthwhile summon, using his flame attack you're no doubt familiar with to hit the enemy 20-30 or more times for about 250 damage a hit. It's too bad there's nothing left in the game for it to be useful on.

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X	>
x For Completionists: Leftover Stuff[TOPWS_WLT]	×
X	Σ
***************************************	XX
Treasure	

Wild Blade Dance Ability, Various Titles (All)

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So, what's left? You've defeated the toughest bosses, explored the most dangerous areas, and obtained the best treasures in the game...with your new toys, you should be able to trounce Dhaos in record time. Is there anything else left to do? This section is for the completionists who want to get everything there is in the game.

--Wild Blade Dance-----

The S.D. sword you got from defeating Lilith has a special property. It lets Cless learn a secret skill, <<Wild Blade Dance>>, if he levels to 100 or above with it equipped. Doing this is fairly simple if you spend the no doubt ridiculous amount of Gald you have from going through the game on the Reaper, string up 300+ hit combos on the enemies in the Dwarven Ruins using Autumn Sandstorm and Ice Needles, or just plain level grind for a while in the Dwarven Ruins with the Demon's Seal. After learning the skill, Cless should have the <<Brave Fencer>> and <<Last Fencer>> titles for leveling up over 70 and learning all of his skills, and your other party members should have all of their titles for leveling as well.

Wild Blade Dance is a unique, and rightfully overpowered skill. It counts as a base ability, but it can be linked from any other ability. It is also the only ability in the game that requires a special button command to use; not inputting the correct combo will cause the skill to stop short, and the full combo can only be used with the S.D. sword equipped. I'm honestly not sure if

the button combo is even alluded to in the game at all, but according to a Japanese site called Majestic Phantasian (http://www.mj-phantasian.net), the button combo is "Circle, X, Up + Circle, Down + X, Up + Square, Circle, Circle, Down + Square". I've always just rotated Circle, X, and Square while mashing up and down, though, and I get it to come out all of the time anyway.

--The Rest of the Titles-----

You might be wondering, "well what about all of these missing titles I still don't have?" The rest of the titles have special requirements you aren't likely to complete just running through the game normally. In fact, I'd highly recommend starting a second playthrough if you're going after all of them.

Gotta Collect 'em All

Klarth has the <<Item Collector>> and <<Monster Master>> titles for completing the Collector's and Monster Encyclopedias, which are whole journeys in themselves. Klarth's Monster Master title can't be obtained until a second playthrough (since you can't have all of Dhaos's forms scanned until then), so if you've missed any item or monster entries from the present or past, you might as well do a second playthrough to get them.

Items you're most likely to be missing if you've been following the walkthrough are either items you didn't buy, or ?Items and others dropped by enemies. Go back through each town and buy a copy of each item you don't own, which should help fill in some missing entries. For item drops, you can work on them as you work on the Monster Encyclopedia.

Gourmet Master

Everyone has the <<Gourmet Master>> (or <<Gourmet Master?>> in Arche's case) title for mastering all recipes with that character. This is just as tedious as it sounds; however, there is a trick you can use to make it easier. After cooking, stay at an in or rest in a bed or anywhere else that restores the party to full health. Afterwards, you'll be able to cook again, even though you didn't go through a battle. So just buy a bunch of ingredients, cook, rest, and repeat. One of the best places to go "recipe grinding" is the hot springs at the Ninja Village, since the recovery is instantaneous. It's also really fast to warp in and out and restock on ingredients elsewhere.

Griffiiiith

Cless has the <<Berserk>> title for fighting 256 battles on Hard or Mania difficulty. If you do a second playthrough on a higher difficulty, you'll simply get this as you play through the game.

Welcome to the grand list...of lists. These next sections are reference lists of characters' skills, items, monster collection info, missable things, and so on. Need to find a specific item, know the info for a certain monster, or how to get a certain skill? Just use CTRL + F and these lists to find what you

I've also marked which things are missable, in this case, "Missable" means that after a certain point you can never go back and get that item again. If you missed it, you'll have to get it on another playthrough.

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--Apple Gummi------A jelly-based medicine with an apple flavor. Restores 30% of one character's max HP. Obtain: Purchased or found in various areas, dropped by various enemies. --Orange Gummi------A jelly-based medicine with an orange flavor. Restores 30% of one character's TP. Obtain: Purchased or found in various areas, dropped by various enemies. --Mixed Gummi------A jelly-based medicine with a mixed flavor. Restores 30% of one character's max HP and TP. Obtain: Purchased or found in various areas, dropped by various enemies. --Lemon Gummi------A jelly-based medicine with a lemon flavor. Restores 60% of one character's max HР Obtain: Found in various areas, dropped by various enemies. Rune Bottle on Apple or Pineapple Gummi. --Pineapple Gummi------A jelly-based medicine with a pineapple flavor. Restores 60% of one character's max TP. Obtain: Found in various areas, dropped by various enemies. Rune Bottle on Orange or Lemon Gummi. --Miracle Gummi-----A jelly based medicine with a miraculous flavor. Restores 60% of one character's max HP and TP. Obtain: Found in various areas, dropped by various enemies. Rune Bottle on Mixed Gummi. One of the prizes from the Button Master in Alvanista Castle (Future). --Elixir-----A miracle cure that restores full HP and TP.

Obtain: Found in various areas.

Basilisk Scale
A scale of the legendary basilisk. Cures paralysis, revives, and restores full HP to a single character.
Obtain: Found in various areas, dropped by #064 Cocadrille, #132 Basilisk, and #133 Basilisk King.
Sage
A rare herb that permanently raises Max HP by 5%.
Obtain: Found in various areas, possible item from Magical Pouch.
Savory
A rare herb to permanently raises Max TP by 5%.
Obtain: Found in various areas.
Verbena
A rare herb that permanently raises Agility by 1.
Obtain: Found in various areas, possible item from Magical Pouch.
Lavendar
A rare herb that permanently raises Strength by 1.
Obtain: Found in various areas.
Red Sage
A rare herb that permanently raises Max HP by 10%.
Obtain: Rune Bottle on Sage.
Red Savory
A rare herb that permanently raises Max TP by 10%
Obtain: Rune Bottle on Savory.
Red Verbena
A rare herb that permanently raises Agility by 2.
Obtain: Rune Bottle on Verbena.

Red Lavendar
A rare herb that permanently raises Strength by 2.
Obtain: Rune Bottle on Lavendar.
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Panacea Bottle
A bottled cure-all. Cures poison, paralysis, and stone.
Obtain: Purchased or found in various areas, dropped by various enemies.
Note: Cures poison, paralysis, and stone for one character.
Life Bottle
The Water of Life. Use it to revive a downed ally.
Obtain: Purchased or found in various areas, dropped by various enemies.
Flare Bottle
A strong drink that temporarily raises attack power by 30% when consumed in battle.
Obtain: Purchased or found in various areas, dropped by various enemies.
Note: Useable in battle only. Attack power +30% for one character. Same effect as Sharpness or Focus; doesn't seem to stack with them.
Liqueur Bottle
In exchange for temporary immunity for all status effects, attack power is lowered by 20%.
Obtain: Purchased or found in various areas, dropped by various enemies.
Note: Useable in battle only.
Holy Bottle
A bottled holy essence whose effect keeps enemies at bay.
Obtain: Purchased or found in various areas, dropped by various enemies.
Note: Lowers the random encounter rate temporarily.
Dark Bottle
A bottle wicked essence whose effect attracts more enemies.

Obtain: Purchased or found in variou areas, dropped by various enemies. Note: Increases the random encounter rate temporarily. --Rune Bottle-----A bottled magical essence that can physically trnansform certain items into entirely new ones. Obtain: Purchased or found in various areas, dropped by various enemies. Note: Transforms certain items into other items. See section [TOPL RUNE] for a complete list. --Charm Bottle-----A jar that contains a magic to increase your natural charm. Use it in a store to get a 30% discount! Obtain: Found in various areas. Note: Shop item prices -30% until you make a purchase. Doesn't stack with Miracle Charm or Magical Rouge; whichever one used last will take precedence. --Miracle Charm-----A jar that contains a magic to draw out your true style. Use it in a store to get a 50% discount! Obtain: Rune Bottle on Charm Bottle. Note: Shop item prices -50% until you make a purchase. Doesn't stack with Charm Bottle or Magical Rouge; whichever one used last will take precedence. x Tools --World Map-----A map of the world that can tell you a lot, even about places that you've already seen. Obtain: Mandatory story event. Note: Shows a list of towns in the era and a catalog for any shops you've visited. --Scout Orb-----A magical item that allows you to permanently alter the enemy encounter rate as you please.

Obtain: Found in Moria Mine 21F (Future).

Note: Lets you choose between a low, normal, or high random encounter rate whenever you use it. An infinite Holy or Dark Bottle.

--Hourglass-----

When used in battle, all enemy movement is temporarily brought to a halt.

Obtain: Found in various areas, dropped by #011 Archbishop.

Note: Useable in battle only. Stops all enemies for about three seconds. Some enemies are immune to being frozen.

--Chronoglass-----

The personal hourglass of the god of time that halts all enemy movement for an extended period.

Obtain: Rune Bottle on Hourglass.

Note: Useable in battle only. Stops all enemies for about six seconds. Some enemies are immune to being frozen.

--Combo Counter-----

An item that allows you do enable or disable the Combo Counter from the Customize Menu.

Obtain: Found in Moria Mine 9F (Past).

Note: Unlocks the Combo Counter option in the Customize Menu. With it enabled, your combo hits will be counted during battle, and you'll recieve more experience after battle depending on how high your max combo is. Obtaining it and the Combo Command item give Cless the Combo Master title.

--Spectacles-----

A mysterious lens that allows you to view the HP,  $\ensuremath{\mathsf{TP}}$ , and attribute data of an enemy.

Obtain: Found or bought in various areas, dropped by various enemies.

Note: Useable in battle only. Reveals important info about the enemy. Make sure to use it on every new enemy you encounter if you care about completing the Monster Encyclopedia.

--Pickaxe-----

A crude pick that might prove useful if you ever hit a dead end.

Obtain: Bought in various areas.

Note: Removes certain obstacles in various areas. Necessary to complete some dungeons.

Magical Rouge
A magic lipstick that won't run out no matter how many times you use it. How's the store discount this time?
Obtain: Found in Moria Mine 21F (Future).
Note: Shop item prices -10% until you make a purchase. An infinite, if small, discount. Doesn't stack with Charm Bottle or Miracle Charm; whichever one used last will take precedence.
Red Lantern
A lantern whose red flame can light even the deepest darkness.
Obtain: Moria Mine: Dwarven Ruins 21F treasure room (Future).
Note: Helps light up the dark levels of the lower Moria Mine and the Cave of Darkness, along with the Green Torch and Blue Candle. Necessary to complete the Cave of Darkness.
Green Torch
A torch whose green flame can light even the deepest darkness.
Obtain: Graham's Treasure Hunt sidequest, shore south of the bridge near where Dhaos's Castle used to be (Future).
Note: Helps light up the dark levels of the lower Moria Mine and the Cave of Darkness, along with the Red Lantern and Blue Candle. Necessary to complete the Cave of Darkness.
Blue Candle
A candle whose blue flame can light even the deepest darkness.
Obtain: Graham's Treasure Hunt sidequest, island northeast of the Cave of Spirits (Future).
Note: Helps light up the dark levels of the lower Moria Mine and the Cave of Darkness, along with the Red Lantern and Green Torch. Necessary to complete the Cave of Darkness.
Rope
Don't leave home without this multi-purpose rope. Going up? Going down?
Obtain: Purchased in various areas (Past, Future).
Note: Helps you explore various areas. Needed to complete Lone Valley and the Cave of Ordeals.
Drum Set

A drum set complete with cymbals. Can't you feel the beat calling you? Obtain: Graham's Treasure Hunt sidequest, desert island northweast of Olive Village (Future). Note: Lets you play the drums when used in the item menu. --Mahjong Tiles-----Magical tiles made from possessed ivory by a mystic craftsman. They definitely are not normal. Obtain: Trade Ivory to the craftsman in Geeth's Shop (Future) for a random amount of tile sets. Note: Useable in battle only. Interrupts and deals damage to all enemies on screen. The damage dealt depends on the numbers showed on the Mahjong Tiles. --Monster Encyclopedia-----An encyclopedia containing enemy pictures and information. Do your best to fill it up! Obtain: Mandatory story event. Note: Lists every monster in the game you've encountered and an entry of their data. Entries are filled out by using a Spectacles on the monster and by obtaining any items they have as a drop or steal. Filling out the encyclopedia 100% will give Klarth the Monster Master title. --Collector's Encyclopedia-----A catalog of items that any true collector can't be without. Did you miss anything? Obtain: Mandatory story event. Note: Lists every item in the game you've obtained. The item doesn't need to be in your inventory to be listed; as long as you've had it in the inventory at least once, it'll still be recorded. Collecting every item will give Klarth the "Item Collector" title. --Ticket--[MISSABLE!]-------The ticket you'll need if you want to see Yo-mi in concert. Obtain: Missable! Spend 2001 Gald or more at the Alvanista item shop (Future), if Suzu isn't in the party. Note: You can use it to see a concert in the Adventurer's Guild downstairs, needed for Mint's Songstress Title. 

x Food......[TOPL FOOD] x

--Carrot------

A firm, colorful vegetable that has a sweet taste when boiled.

Obtain: Purchased or found in various areas.

Note: Used in various recipes, restores 1% HP to one character.

--Cabbage-----

A delicious vegetable, good boiled or raw. Dicing technique is a point of contention for serious cooks.

Obtain: Purchased or found in various areas, dropped by #171 Belladonna.

Note: Used in various recipes, restores 1% HP to one character.

--Lettuce-----

A vegetable without which a salad is not a salad. Truly the King of the Salad.

Obtain: Purchased or found in various areas, dropped by #030 Wolfsbane.

Note: Used in various recipes, restores 1% HP to one character.

--Radish-----

One of the components of Oden. A vegetable with curves that could put most women to shame.

Obtain: Purchased in various shops.

Note: Used in the Miso Oden recipe, restores 30% HP to one character.

--Cucumber----

A moist vegetable that should be cooked to a yellowish-green before eating.

Obtain: Purchased or found in various areas, dropped by #078 Jack-o-Lantern and #139 Pumpkin King.

Note: Used in various recipes, restores 1% HP to one character.

--Potato-----

There are many methods of preparation, but peeling, salting, and steaming won't steer you wrong.

Obtain: Purchased or found in various areas, dropped by #061 Caveman.

Note: Used in various recipes, restores 1% HP to one character.

Tomato
A vegetable that's good both cold and cooked. Frequently used in juices and sauces.
Obtain: Purchased or found in various areas, dropped by #078 Jack-o-Lantern and #139 Pumpkin King.
Note: Used in various recipes, restores 1% HP to one character.
Onion
An edible bulb, this popular vegetable can be found almost anywhere.
Obtain: Purchased or found in various areas.
Note: Used in various recipes, restores 1% HP to one character.
Apple
A sweet apple. Peeled or not, it's a great snack on the go.
Obtain: Purchased or found in various areas, dropped by #029 Wood Color, #037 Orcrot, #121 Treant, and #185 Mighty Oak
Note: Used in various recipes, restores 1% TP to one character.
Lemon
A fruit whose name isn't easy to write in Asian languages. Refreshing, sharp, and sour.
Obtain: Purchased or found in various areas.
Note: Used in various recipes, restores 1% TP to one character.
Strawberry
They go great with milk and cream and often decorate cakes.
Obtain: Purchased or found in various areas, dropped by #137 Banshee.
Obtain: Purchased or found in various areas, dropped by #137 Banshee.  Note: Used in various recipes, restores 1% TP to one character.
Note: Used in various recipes, restores 1% TP to one character.
Note: Used in various recipes, restores 1% TP to one character. Banana
Note: Used in various recipes, restores 1% TP to one character. Banana Within the thick yellow peel, a soft white fruit can be found.

A fruit native to tropical regions which is especially delicious with hot foods.

Obtain: Purchased or found in various areas, dropped by #137 Banshee.

Note: Used in various recipes, restores 1% TP to one character.

--Melon-----

Just looking at it, you can tell it's a high-class fruit. It's often given as a gift or eaten at celebrations.

Obtain: Purchased in Elven Village.

Note: Used in various recipes, restores 1% TP to one character. Needed to trade for (c) Green Card from NPC in Venezia Grocer (Future).

--Grapes-----

Extra-sweet, home-grown grapes. The juice can stain clothes, so be careful when eating them.

Obtain: Purchased or found in various areas. Dropped by #185 Mighty Oak.

Note: Used in various recipes, restores 1% TP to one character.

--Mangosteen-----

A fruit that grows on an exotic tropical tree. The edible part of the fruit is cream-like and has a wonderful aroma.

Obtain: Purchased or found in various areas, dropped by #121 Treant.

Note: Used in various recipes, restores 1% TP to one character.

--Prune-----

A western variation of the plum. If dried, it can be made into jam, but this is just one way to prepare it.

Obtain: Purchased or found in various areas, dropped by #029 Wood Color.

Note: Used in various recipes, restores 1% TP to one character.

--Tuna-----

A popular fish. When fished in the winter, the additional fat makes it especially delicious.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP/TP to one character.

Mackerel
A type of mackerel. The flank is where the best cuts are found.
Obtain: Purchased or found in various areas, dropped by
Note: Used in various recipes, restores 1% HP/TP to one character.
Sardines
A type of small fish that can be eaten as is. Tasty and useful for a lot of dishes.
Obtain: Purchased or found in various areas, dropped by
Note: Used in various recipes, restores 1% HP/TP to one character.
Squid
One of the fiends of the deep. A 10-legged edible mollusk.
Obtain: Purchased or found in various areas, dropped by
Note: Used in various recipes, restores 1% HP/TP to one character.
Octopus
One of the fiends of the deep. An 8-legged edible mollusk.
Obtain: Purchased or found in various areas, dropped by
Note: Used in various recipes, restores 1% HP/TP to one character.
Shrimp
An animal with a soft body and strong smell, as well as a hard exoskeleton. The symbol of longetivity.
Obtain: Purchased or found in various areas, dropped by
Note: Used in various recipes, restores 1% HP/TP to one character.
Chicken
Chicken meat from only the healthiest of these farm-raised fowls.
Obtain: Purchased or found in various areas, dropped by
Note: Used in various recipes, restores 1% HP/TP to one character.
Beef
Cow meat with all the richness in flavor and protein that comes from being raised outdoors.

Obtain: Purchased or found in various areas, dropped by Note: Used in various recipes, restores 1% HP/TP to one character. --Pork-----Pig meat that has its best flavor with just the right amount of fat. Obtain: Purchased or found in various areas, dropped by Note: Used in various recipes, restores 1% HP/TP to one character. --Milk-----Cows milk that's full of nutrients. A glass per day will do your body good. Obtain: Purchased or found in various areas, dropped by Note: Used in various recipes, restores 1% HP to one character. --Cheese-----The solid form of fermented animal milk. Taste and smell differ widely between varieties. Obtain: Purchased or found in various areas, dropped by Note: Used in various recipes, restores 1% HP to one character. --Konjac-----Compressed konjac made from a mixture of flour and milk of lime then boiled down. Obtain: Purchased in Alvanista grocer (Future). Note: Used in various recipes, restores 10% HP to one character. --Kelp-----One of the ingredients in oden. The shiny surface is abounding with minerals. Obtain: Purchased in Venezia grocer (Future). Note: Used in various recipes, restores 10% HP to one character. --Eqq------Used in countless recipes. The yoke is filled with all sorts of nutrients. Obtain: Purchased or found in various areas, dropped by various enemies.

Note: Used in various recipes, restores 1% HP to one character.

--Miso-----Hard work was poured over uncooked rice to make this miso. Without the miso, oden just wouldn't be complete. Obtain: Purchased from Ofuyu in the Ninja Village for 80,000 Gald each. Note: Used in the Miso Oden recipe, restores 50% HP to one character. --Bread-----Browned crust and a firm yet spongy texture: a perfectly baked loaf of bread. Obtain: Purchased or found in various areas, dropped by various enemies. Note: Used in various recipes, restores 1% HP to one character. --Rice-----Measuring the amount of water for boiling rice is hard enough, but cooking with it is even harder. Obtain: Purchased or found in various areas, dropped by various enemies. Note: Used in various recipes, restores 1% HP to one character. --Dried Seaweed------Fresh seaweed spread over a plank and sun-dried. Obtain: Purchased or found in various areas, dropped by various enemies. Note: Used in various recipes, restores 1% HP to one character. --Spice-----A selection of cooking spices no chef should be without. They're also used as herbs in some regions. Obtain: Purchased or found in various areas, dropped by various enemies. Note: Used in various recipes, restores 1% HP to one character. --Pasta-----A kneaded dough pressed into varieties like spaghetti, macaroni, and many others.

Note: Used in various recipes, restores 1% HP to one character.

Obtain: Purchased or found in various areas, dropped by various enemies.

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x Swords (for Cless)
--Long Sword------
A long iron sword measuring 90 centimeters.
Obtain: Cless's default equipment, purchased or found in various areas
 (Present).
Note: Slash +5, Thrust +5
--Saber--[MISSABLE!]------
A sword with a straight blade designed around slashing attacks.
Obtain: Missable! Purchased or found in various areas (Present, Past).
Note: Slash +8, Thrust +5
--Rapier--[MISSABLE!]------
A sword with a thin blade designed to improve thrusting attacks.
Obtain: Purchased or found in various areas (Present, Past).
Note: Slash +2, Thrust +9, Accuracy +20
--Knight's Saber-----
The sword used by Euclid's Black Knights. Its blade is much sharper than the
average sword.
Obtain: After a mandatory story event, found in the first floor of Cless's
 house in Totus Village (Present). Dropped by #010 Arc Knight.
Note: Slash +15, Thrust +8. Fire Attribute.
--Verdun--[MISSABLE!]-------
A rapier with a pointed blade-tip and designed around thrust attacks.
Obtain: Missable! Purchased or found in various areas (Past).
Note: Slash +4, Thrust +28, Accuracy +22.
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--Colichemarde-----

A rapier both stylish and remarkably easy to use. Obtain: Purchased or found in various areas (Past, Future). Note: Slash +8, Thrust +35, Accuracy +25. --Fine Saber--[MISSABLE!]------A high quality sword with a slightly curved blade. Obtain: Missable! Purchased or found in various areas (Past). Note: Slash +25, Thrust +18. --Walloon Sword------A sword with a straight blade, just a little longer than a standard long sword. Obtain: Purchased or found in various areas (Past, Future). Note: Slash +50, Thrust +50. --Fame Face-----A curved blade, thinned and sharpened. The blade itself is a deep blue etched with green runes. Obtain: ?Sword. Dropped by #193 Mayer, one of the prizes from the Mach Boy race in Alvanista (Past). Found in Moria Mine: Dwarven Ruins 21F (Future). Note: Slash +108, Thrust +60. Water Attribute. --Slayer Sword------A demonic blade whose only purpose is to extinguish life from all things in this world. Obtain: ?Sword. Found in Dhaos's Castle (Past). Dropped by #074 Samurai and #117 Dragonnewt. Note: Slash +200, Thrust +200, Accuracy +30. Earth Attribute. --Moon Falx--[MISSABLE!]-------A blade of light whose radiance is like that of the pale moonlight, beautiful yet sorrowful. Obtain: Missable! ?Sword. One of the chests in the Olive Village item shop storage room for 60,000 Gald. Dropped by #114 Doom Guard. Note: Slash +260, Thrust +200, Accuracy + 10. Light Attribute.

--Damascus Sword------

A sword made of the flexible yet durable material known as Damascus steel. Obtain: Purchased in various areas (Future), dropped by #135 Hatamoto. Note: Slash +350, Thrust +315. --Sinclair------A sabre whose simple, functional blade is polished to perfection. Obtain: Purchased in various areas (Future). Note: Slash +424, Thrust +220 --Destroyer-----A sword made using an applied form of Magitechnology that raises your critical hit rate. Obtain: Purchased in various areas (Future). Note: Slash +630, Thrust +290, Accuracy +10. Increases critical hit rate. --Holy Sword------A holy sword blessed by the greatest of the gods. Obtain: Purchased in various areas (Future), ?Sword dropped by #018 Evil Sword and #066 Gold Dragon. Note: Slash +480, Thrust +480, Accuracy +30, Luck +10. Light Attribute. --Dragontooth------The fang of a dragon forged into a long sword. Obtain: ?Sword. Dropped by #118 Dragontooth. Note: Slash +140, Thrust +280, Accuracy +30. Earth Attribute. --Flare Basilard------A thin blade forged in the flames of the demon Flamberke. Obtain: ?Sword. Dropped by #136 Balrog; found in Cave of the Burning Sands (Future) if you bought Suzu's Red Spider Lily skill instead. Note: Slash +580, Thrust +595, Accuracy +20. Fire Attribute. --Ice Coffin------A sword bearing the name of the seal of ice. In ancient times, this was the

trump card used to wipe out the Red Dragons.

Obtain: ?Sword. Dropped by #002 Ice Golem, found in Moria Mine: Dwarven Ruins 21F (Future). Note: Slash +595, Thrust +580, Accuracy +10. Water Attribute. --Laser Blade-----A weapon born from the advanced science of the ancient people of Thor, whose city sank into the ocean. Obtain: Purchased in Freezekiel (Future). Note: Slash +850, Thrust +650, Accuracy +60. Light Attribute. --Duel Sword------A sword granted to the heroic swordsman of an ancient kingdom. Obtain: ?Sword. Found in Graham's Treasure Hunt sidequest, dropped by #071 Sakon. Note: Slash +800, Thrust +780, Accuracy +10. Earth Attribute. --Luck Blade-----A holy sword blessed by the goddess of luck that, as you might expect, increases your luck. Obtain: Found in the Depths of the Treant Forest and/or Graham's Treasure Hunt sidequest; Tower of the Zodiac (Future) if you bought Suzu's Thunderbolt skill instead. Note: Slash +800, Thrust +800, Accuracy +80, Luck +80. --Muramasa-----A named blade, created by the master Muramasa, so sharp that enemies won't even feel it as they're cut. Obtain: After being introduced to Ranzo in the Ninja Village (Future). Note: Slash +750, Thrust +400, Accuracy +100. --Wasier Rapier-----A thin sword famous for being the most popular blade of nobles. Obtain: ?Sword. Found in Dhaos's Castle (Future), dropped by #046 Kiyomasa and #083 Chevalier. Note: Slash +700, Thrust +1200, Accuracy +10.

--Saint Rapier-----

A thin holy sword blessed by the greatest of the gods. Obtain: ?Sword. Found in Depths of the Treant Forest (Future), dropped by #104 Tyrant. Note: Slash +300, Thrust +1600, Accuracy +10. Light Attribute. --Doom Blade-----A cursed sword said to bring disaster. The blade itself has been stained black with chaos. Obtain: ?Sword. Found in forest around Ninja Village and Depths of the Treant Forest (Future), dropped by #162 Pluto. Note: Slash +1300, Thrust +1100, Accuracy +10. Dark Attribute. --Excalibur-----The blade of the true king. One of the items left behind by the hero Gilgamesh in the Legend of Ishtar. Obtain: ?Sword. Found in Moria Mine: Dwarven Ruins 21F treasure room (Future). Note: Slash +1390, Thrust +1390, Accuracy +50. --Vorpal Sword-----A sentient sword with a blade like ice. One of the Three Great Artifacts. Obtain: Mandatory story event. Note: Slash +900, Thrust +900, Accuracy + 10. Water Attribute. --Flamberge-----A sentient sword with a blade like fire. One of the Three Great Treasures. Obtain: Mandatory story event. Note: Slash +900, Thrust +900, Accuracy +10. Fire Attribute. --S.D.-----A mysterious sword whose abbreviated name does not stand for Super Deformed. Obtain: Win the optional battle against Lilith in the Euclid arena (Future), see section [TOPWS\_EUA] for more details. Note: Slash +1240, Thrust +1240. Fire Attribute. The full combo of Wild Blade Dance can only be unleashed with it equipped. --Eternal Sword------

A sentient blae as ancient as time itself. Possesses the ability to control space and time. Obtain: Mandatory story event. Note: Slash +1050, Thrust +1140, Accuracy +10. x Spears (for Cless) A polearm often classified as a trident or a winged spear. Obtain: Purchased or found in various areas (Past), ?Spear dropped by #155 Black Knight. Note: Slash +50, Thrust +106. --Gungnir (1)-----The legendary spear used during Ragnarok but thought to be lost in ages past. Obtain: Mandatory story event. Note: Slash +96, Thrust +122, Accuracy +5 --Gungnir (2)-----The legendary spear used during Ragnarok and wielded by the rider of the divine steed. Obtain: Mandatory story event. Note: Slash +180, Thrust +295, Accuracy +5 --Sadain Glaive-----A spear featuring a sabre-like blade. Obtain: Purchased in various areas (Future). Note: Slash +210, Thrust +424 --Vanquard-----A long spear said to be the favorite of a hero who won countless battles in the frontlines.

Obtain: Purchase in Ninja Village (Future).

Note: Slash +512, Thrust +634, Accuracy + 60.

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A spear that bears the name of a great wind, apable of delivering crushing
blows without warning.
Obtain: ?Sword. Found in Depths of the Treant Forest (Future), dropped by #155
 Black Knight.
Note: Slash +860, Thrust +720, Accuracy +50. Wind Attribute.
--Gungnir (3)-----
<<True Gungnir>>: the full, unleashed power of the legendary spear used during
Ragnarok.
Obtain: Win the optional battle against Odin in the Tower of Flame (Future).
 See section [TOPWS ODN] for more details.
Note: Slash +800, Thrust +1640, Accuracy +50.
x Axes (for Cless)
--Battle Axe-----
A battle axe that is easy to handle in a fight.
Obtain: Purchased or found in various areas (Past), ?Axe dropped by #075
 Thunder Dragon.
Note: Slash +35, Thrust +2, Accuracy +10.
--Crescent Axe-----
An axe with a blade shaped like the crescent moon.
Obtain: Purchased in various areas (Past, Future).
Note: Slash +65, Thrust +10. Light Attribute.
--Bardiche-----
A crescent axe refined for ease of use.
Obtain: Purchased in various areas (Past, Future).
Note: Slash +130, Thrust +15, Accuracy +10.
--Strike Axe-----
An axe that crackles with blue and white thunder from Raiju's divine power.
Obtain: ?Sword. Found in Cave of the Burning Sands (Past). Dropped by #075
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Thunder Dragon.
Note: Slash +140, Thrust +20, Accuracy +10. Thunder Attribute.
--Hard Cleaver-----
A lightweight axe made of the flexible yet durable material known as Damascus
steel.
Obtain:
Note: Slash +500, Thrust +100, Accuracy +10.
--Bahamut's Tear------
The fearsome axe whose power tore apart even the legendary dragon, Bahamut.
Obtain: Found in Depths of the Treant Forest and Moria Mine: Dwarven Ruins 19F
 (Future).
Note: Slash +1290, Thrust +950, Accuracy +10.
x Halberds (for Cless)
--Halberd------
An excellent weapon that combines the reach of the spear and the power of the
axe.
Obtain: Found or purchased in various areas (Past, Future).
Note: Slash +105, Thrust +105.
--Poleaxe-----
An axe-like weapon that is a close relative of the halberd.
Obtain: Purchased in various areas (Future).
Note: Slash +850, Thrust 150.
--Mech Halberd-----
A halberd constructed with specialized metals to enhance durability.
Obtain: Found or purchased in various areas (Past, Future).
Note: Slash +200, Thrust +210, Accuracy +5.
--Saint Halberd------
A holy halberd blessed by the greatest of the gods.
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Obtain: ?Halberd. Found in Depths of the Treant Forest and Graham's Treasure Hunt sidequest (Future). Note: Slash +840, Thrust +640, Accuracy +10, Luck +20. Water Attribute. x Bows (for Chester) --Short Selfbow-----A shortbow made with a single piece of wood. Obtain: Chester's default equipment. Note: Attack +8, Accuracy +10. --Long Selfbow-----A longbow made with a single piece of wood. Obtain: Purchased or found in various areas, ?Bow dropped by various enemies (Present, Past, Future). Note: Attack +20 Accuracy +10. --Composite Bow-----A bow constructed from several types of materials. Obtain: Purchased in various areas (Future). Note: Attack +400, Accuracy +20. --Cranequin------A powerful and accurate bowgun, though rather heavy. Obtain: Purchased in various areas (Future). Note: Attack +545, Accuracy +35. --Aqua Spread------A magical bow that possesses the power of ice. Very effective against fire elemental enemies. Obtain: ?Bow. Found in Corroded Grotto (Future), dropped by #004 Aqua Dragon. Note: Attack +680, Accuracy +50. Water Attribute. --Flare Spread-----

A magical bow that possesses the power of fire. Very effective against water elemental enemies. Obtain: ?Bow. One of the prizes from the Mach Race in Alvanista (Future), dropped by #021 Vulcan. Note: Attack +680, Accuracy +50. Fire Attribute. --Sand Spread------A magical bow that possesses the power of earth. Very effective against wind elemental enemies. Obtain: ?Bow. Dropped by #90 Scout and #209 Ranger. Note: Attack +680, Accuracy +50. Earth Attribute. --Gale Spread------A magical bow that possesses the power of wind. Very effective against earth elemental enemies. Obtain: ?Bow. Found in the Cavern of Ice (Future), dropped by #009 Arch Demon. Note: Attack +680, Accuracy +50. Wind Attribute. --Crescent Arrow-----Known as the Bow of Light, its arrows fly straight and swift like light itself. Obtain: Purchased in Geeth's Shop (Future), ?Bow dropped by #095 Storm Rider. Note: Attack +750, Accuracy +65. Light Attribute. --Elven Bow (1)-----The sacred bow of the Elves, said never to have missed its mark. Obtain: Visit the Elven Village bow shop and repair Chester's Bow for 20,000 Gald (Future). Note: Attack +808, Accuracy +200. --Merciless Bow-----A legendary bow that knows no mercy, its arrows pierce even the thickest armor. Obtain: ?Bow. Dropped by #034 Origin. Note: Attack +999, Accuracy +80. --Berserk Arrow------An unbreakable bow made to defeat a crazed warrior that once devastated an

entire continent. Obtain: ?Bow. Found in Depths of the Treant Forest (Future), dropped by #145 Beast Master. Note: Attack +1042, Accuracy +100. --Elven Bow (2)-----The sacred bow of the Elves, its full power unleashed, will surely never miss Obtain: Complete the Depths of the Treant Forest sidequest. See section [TOPWS DTF] for more details. Note: Attack +1180, Accuracy +200. x Staves (for Mint) A staff made from evergreen wood. Obtain: Mint's default equipment. Note: Attack +2, Accuracy +10. --Gem Rod--[MISSABLE!]------A staff crowned with a cheap jewel. Obtain: Missable! Purchased in various areas (Past). Note: Attack +15, Accuracy +10. --Ruby Wand-----A staff crowned with a ruby gemstone. Obtain: Purchased in various areas (Past, Future). Note: Attack +30, Accuracy +10 --Rune Staff--[MISSABLE!]------A very valuable staff whose surface is inscribed with magical runes. Obtain: Missable! Found in various areas (Past), ?Rod dropped by #103 Sorceress.

Note: Attack +85, Accuracy +10

Unicorn Horn
The horn of the sacred beast known as the Unicorn, the catalyst for Methodism.
Obtain: Mandatory story event.
Note: Attack +135, Defense +10, Luck +10. Light Attribute.
Holy Staff
A holy staff blessed by the greatest of the gods.
Obtain: Purchased in various areas (Future).
Note: Attack +180, Accuracy +10. Light Attribute.
Star Mace
A staff that leaves behind a glittering trail of magic that looks like a cluster of shooting stars.
Obtain: One of the prizes for clearing the Euclid Arena (Future), ?Rod found in Depths of the Treant Forest and Dhaos's Castle (Future).
Note: Attack +350, Accuracy +10.
Blue Crystal Rod
The Blue Crystal Rod, one of the artifacts mentioned in the Legend of Ishtar.
Obtain: Found in forest around Ninja Village and Depths of the Treant Forest (Future).
Note: Attack +420, Accuracy +10.
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Pin-Up Mag
An adult magazine for men that isn't really suited for battle
Obtain: ?Book. Found in various areas (Past), dropped by #129 Gnome, one of the possible items from the Magic Pouch.
Note: Attack +5, Accuracy +20. Trade to Curio in Morrison's Manor (Future) to recieve the (c)Curio's Mirror.
N.G
A book with a round yellow character on the cover. The letters don't stand for No Good.
Obtain: Found in Depths of the Treant Forest and Graham's Treasure Hunt

sidequest (Future). Note: Attack +765. --Necronomicon------One of the dark books of the Cthulhu Mythos. The Book of the Dead, one of the terrible and forbidden books. Obtain: Klarth's default equipment. Note: Attack +20, Accuracy +10. Dark Attribute. --The King in Yellow------One of the dark books of the Cthulhu Mythos. The cover is a deep red dyed with The Yellow Sign. Obtain: ?Book. Dropped by #115 Demeter. Note: Attack +60, Accuracy +20. --Celaeno Fragments-----One of the dark books of the Cthulhu Mythos. Portions of the forbidden writings of the Great Library of Celaeno. Obtain: Mandatory story event. Note: Attack +70, Accuracy +30. --Liber Ivonis-----One of the dark books of the Cthulhu Mythos. Part of the text has been written in blood. Obtain: ?Book. Found in Demeter's Island (Past), dropped by #031 Undine. Note: Attack +80, Accuracy +10. Dark Attribute. --Cthaat Aquadingen--[MISSABLE!]------One of the dark books of the Cthulhu Mythos. The book itself is bound in the skin of some unknown creature. Obtain: Missable! Found in Tower of the Zodiac (Past). Note: Attack +120, Accuracy +10. Water Attribute. --G'harne Fragments-----

One of the dark books of the Cthulhu Mythos. This book is translated from a metal engraving in ancient northern ruins.

Obtain: Found in Volt's Cave (Future). Note: Attack +350, Accuracy +10. --Seven Books of Hsan------One of the dark books of the Cthulhu Mythos. According to rumor, these are the writings of a phantom in the east. Obtain: ?Book. Found in the forest around Ninja Village and the Depths of the Treant Forest. Note: Attack +500, Accuracy +10. --Messa di Requiem------One of the dark books of the Cthulhu Mythos. The book is a magical incantation disguised as a play. Obtain: ?Book. Found in the Cavern of Ice (Future). Note: Attack +500, Accuracy +60. --True Magick------The final tome of dark arts whose pages hold only that which its title implies-True Magick. Obtain: ?Book. Found in Dhaos's Castle (Future). Note: Attack +700, Accuracy +50. Light Attribute. x Brooms (for Arche) --Broom-----A flying broom to which a saddle seat has been attached to make riding it less painful. Obtain: Arche's default equipment. Note: Attack +20, Accuracy +10. --Mystic Broom--[MISSABLE!]-----An exquisite silver broom. Obtain: Missable! Found in Moria Mine (Past). Note: Attack +100, Accuracy +10. --Magical Broom------

A broom that once belonged to a witch who came from another world. Obtain: One of the prizes for clearing the Euclid arena (Future), found in Depths of the Treant Forest (Future), stolen from #024 Witch. Note: Attack +200, Accuracy +10 --Sylph Broom-----A broom imbued with the power of the Spirits of Wind. Obtain: Found in Volt's Cave (Future). Note: Attack +380, Accuracy +10. Wind Attribute. --Wonder Broom-----A strange broom that looks like a flying musical instrument. Obtain: Note: Attack +500, Accuracy +30. --Star Broom-----A magical broom that leaves a trail of shooting stars behind it. Obtain: Given from Arche's mother in Elven Village inn (Future), one of the prizes from clearing the Euclid Arena (Future). Note: Attack +640, Accuracy +10. --Deck Brush-----A broom that was honestly made just for cleaning, but if you just believe, it can fly! Obtain: Purchased in various areas (Past, Future). Note: Attack +30. x Short Swords (for Suzu) --Ninto Botan-----A female ninja's short sword named after the peony. A blade used by all female ninja from an early age. Obtain: Suzu's default equipment.

Note: Attack +255, Accuracy +10. Fire Attribute.

Ninto Ayame
A female ninja's short sword named after the iris. Very effective against fire elemental enemies.
Obtain: Purchased in Ninja Village (Future).
Note: Attack +420, Accuracy +20. Water Attribute.
Ninto Kikyo
A female ninja's short sword named after the bellflower. Very effective against wind elemental enemies.
Obtain: Found in Moria Mine: Dwarven Ruins 19F (Future).
Note: Attack +550, Accuracy +30. Earth Attribute.
Ninto Koroyuri
A female ninja's short sword named after the black lily. Few possess the skill to make full use of this blade.
Obtain: Complete Suzu's rite of succession in the Cave of Ordeals at the Ninja Village, see section [TOPWS_COD] for more details.
Note: Attack +750, Accuracy +40. Dark Attribute.
Ninto Chizakura
A female ninja's short sword whose name comes from the drops of blood it scatters like the falling petals of the sakura.
Obtain: Found in Moria Mine: Dwarven Ruins 21F treasure room (Future).
Note: Attack +999, Accuracy +50. Dark Attribute.
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X X
x Armor (Body)[TOPL_ARM1] x x
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Leather Armor
A leather armor that covers the torso.
Obtain: Cless and Chester's default equipment.
Note: Defense +2. Equippable by Cless, Chester, and Klarth.
Chain Mail[MISSABLE!]

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An armor for the upper body composed of interconnected metal rings. The armor
is about 2 centimeters thick.
Obtain: Missable! Purchased or found in various areas (Present, Past).
Note: Defense +4. Equippable by Cless and Chester.
--Ring Mail--[MISSABLE!]-------
An armor for the upper body reinforced with chains of interconnected metal
rings. The armor is 4 centimeters thick.
Obtain: Missable! Purchased in various areas (Present, Past).
Note: Defense +7. Equippable by Cless and Chester.
--Splint Mail--[MISSABLE!]------
A chain mail that covers the torso and was reinforced in vital areas with
additional plating.
Obtain: Missable! Purchased in various areas (Past).
Note: Defense +9. Equippable by Cless and Chester.
--Beastplate------
A solid metal plate armor that covers the upper body.
Obtain: Purchased in various areas (Past, Future).
Note: Defense +13. Equippable by Cless and Chester.
--Plate Mail-----
A plate armor that covers the whole body.
Obtain: Purchased in various areas (Future).
Note: Defense +18. Equippable by Cless and Chester.
--Mithril Plate-----
A modified plate mail made with the magical material known as mithril.
Obtain: Purchased in various areas (Future).
Note: Defense +28. Resists Light Attribute (-50% damage). Equippable by Cless
 and Chester.
--Reflex-----
A magical armor designed to boost reflexes.
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Obtain: ?Armor. Found in various areas (Future).
Note: Defense +35. Resists Water (-20%), Wind (-20%), Thunder (-20%, and Light
 Attributes (-50%).
Equippable by Cless and Chester.
--Silver Plate-----
A plate mail suit of armor made entirely from silver.
Obtain: Found in the Cavern of Ice (Future).
Note: Defense +37. Equippable by Cless and Chester.
--Rare Plate------
A peerless armor that the Craftsman Geeth poured his heart and soul into
making.
Obtain: Purchase in Geeth's Shop (Future).
Note: Defense +38. Equippable by Cless, Chester, and Klarth.
--Mumbane-----
An armor that grants the protection of the Great Goddess.
Obtain: ?Armor. Found in Dhaos's Castle and Depths of the Treant Forest
 (Future).
Note: Defense +60. Resists Non-Elemental (-30%), Water (-30%), Fire (-30%,
 Thunder (-70\%), and Light (-70\%) Attributes. Equippable by Cless and Chester.
--Gold Armor-----
An armor made of gold. One of the items left behind by the hero Gilgamesh in
the Legend of Ishtar.
Obtain: ?Armor. Found in Moria Mine: Dwarven Ruins 19F (Future).
Note: Defense +65. Resists Non-Elemental (-80\%), Fire (-30\%), Wind (-50\%), and
 Thunder (-80%) Attributes. Equippable by Cless.
--Cloak-----
A cloak woven from a sturdy cloth.
Obtain: Mint's default equipment.
Note: Defense +3. Equippable by Mint, Klarth, and Arche.
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--Amber Cloak--[MISSABLE!]-------

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A cloak made of a strong cloth and decorated with Amber.
Obtain: Missable! Purchased in various areas (Past).
Note: Defense +6. Equippable by Mint, Klarth, and Arche.
--Silver Cloak------
A cloak sewn together with a silver thread.
Obtain: Purchased or found in various areas (Past), dropped by #159 Priestess.
Note: Defense +12, Evasion +10. Equippable by Mint, Klarth, and Arche.
--Holy Cloak-----
A holy cloak blessed by the greatest of the gods.
Obtain: Purchased in various areas (Future).
Note: Defense +25. Resists Thunder Attribute (-50% damage). Equippable by Mint
 and Klarth.
--Star Cloak------
A magical cloak that occasionally shines like the starlight.
Obtain: One of the prizes for clearing the Euclid arena. ?Cloth found in
 various areas (Future).
Note: Defense +55. Resists Non-Elemental (-50%) and Water Attributes (-50%).
 Equippable by Mint, Klarth, and Arche.
--Mithril Mesh-----
A magical cloak sewn together with thin strands of the magical material known
as mithril.
Obtain: Purchased in various areas (Future). ?Cloth found in various areas
Note: Defense +18. Resists Light Attribute (+50% chance to Nullify). Equippable
 by Cless, Chester, Mint, Klarth, and Arche.
--Witch Dress-----
A witch's dress with a simple design that radiates a powerful magical aura.
Obtain: Purchase in Elven Village (Future).
Note: Defense +50, Evasion +15. Resists Earth (-30%), Water (-30%),
 Fire (-30\%), Wind (-30\%), and Thunder (-30\%) Attributes. Equippable by Arche.
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--Kisaraqi------
A kimono used by female ninja, its name is an ancient word for February. It's
light and allows for easy movement.
Obtain: Suzu's default equipment.
Note: Defense +25, Evasion +5. Equippable by Suzu.
--Yayoi-----
A kimono used by female ninja, its name is an ancient word for March. It was
made with care and offers greater protection.
Obtain: Purchase in Ninja Village.
Note: Defense +35, Evasion +5. Equippable by Suzu.
--Nagatsuki-----
A kimono used by female ninja, its name is an ancient word for September. A
protective charm is sewn in the lining.
Obtain: Found in various areas (Future).
Note: Defense +45, Evasion +5. Equippable by Suzu.
--Kannazuki-----
A kimono used by female ninja, its name is an ancient word for October. It is
capable of absorbing wind-based attacks.
Obtain: Moria Mine: Dwarven Ruins 19F (Future).
Note: Defense +60, Evasion +10. Resists Wind Attribute (Absorb 100%).
 Equippable by Suzu.
x Armor (Shields)......[TOPL_ARM2] x
All shields except the Ring Shield are equippable by Cless only.
--Wood Shield--[MISSABLE!]------
A simple shield carved out of wood.
Obtain: Missable! Purchased or found in various areas (Present, Past).
Note: Defense +1, Evasion +2.
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--Round Shield--[MISSABLE!]-------
A round shield made of metal.
Obtain: Missable! Purchased or found in various areas (Present, Past).
Note: Defense +2, Evasion +5.
--Kite Shield--[MISSABLE!]------
A square metal shield refined from the round shield design.
Obtain: Missable! Purchased or found in various areas (Past).
Note: Defense +4, Evasion +7.
--Fight Shield------
A metal shield made specifically for use by swordsmen.
Obtain: Purchased in various areas (Past, Future).
Note: Defense +6, Evasion +10.
--Fine Shield-----
A Fight Shield refined with ease of use in mind.
Obtain: Purchased in various areas (Past, Future).
Note: Defense +8, Evasion +12.
--Ankh Shield------
A holy shield with an ankh emblem fixed in its center.
Obtain: Found in various areas (Future).
Note: Defense +10, Evasion +15.
--Rare Shield-----
A masterpiece that the Craftsman Geeth poured his heart and soul into making.
Resistant to water attacks.
Obtain: Purchase in Geeth's Shop (Future).
Note: Defense +15, Evasion +20. Resists Water Attribute (-50% damage).
--Red-Line Shield------
Just having that red line nearby gets you all fired up for battle.
Obtain: Graham's Treasure Hunt sidequest, island south/southeast of the Midgard
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Note: Defense +15, Evasion +30. --Star Shield------A shield made from an unknown material that provides incredible defense considering its negligible weight. Obtain: One of the prizes for clearing the Euclid arena (Future), found in Dhaos's Castle (Future). Note: Defense +23, Evasion +25. --Blue-Line Shield------Just having that blue line nearby gives you the courage to press on. Obtain: Graham's Treasure Hunt sidequest, shore just south of the bridge where Dhaos's Castle was in the past (Future). Note: Defense +25, Evasion +30. --Ring Shield-----It's shaped like a ring, but wearing it actually procuces a translucent magical shield. Obtain: Found in various areas (Future). Note: Defense +20, Evasion +25. Equippable by Chester, Mint, Klarth, Arche, and S11711. x Armor (Head)......[TOPL ARM3] x --Leather Helm------A leather helmet that covers the top of the head. Obtain: Purchased or found in various areas (Present, Past), ?Helmet found in Moria Mine: Dwarven Ruins 21F (Future). Note: Defense +1. Equippable by Cless. --Iron Sallet-----An iron helmet with a guard that covers half of the face.

Obtain: Missable! Purchased in various areas (Past), found in Moria Mine:

Dwarven Ruins 18F, dropped by #001 Iron Golem.

continent.

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Note: Defense +3. Equippable by Cless.
--Armet Helm--[MISSABLE!]------
An iron helmet that covers the entire head and face.
Obtain: Missable! Purchased or found in various areas (Past).
Note: Defense +5. Equippable by Cless.
--Cross Helm------
A refined version of the armet helm design.
Obtain: Purchased in various areas (Future).
Note: Defense +10. Equippable by Cless.
--Duel Helm------
A helmet granted to the heroic swordsman of an ancient kingdom.
Obtain: ?Helmet. Found in various areas (Future).
Note: Defense +19. Equippable by Cless.
--Rare Helm-----
A masterpiece that the Craftsman Geeth poured his heart and soul into making.
Resistant to thunder attacks.
Obtain: Purchase at Geeth's Shop (Future).
Note: Defense +20. Resists Thunder Attribute (-20% damage). Equippable by
 Cless.
--Golden Helm------
A helmet made of gold. One of the items left behind by the hero Gilgamesh in
the Legend of Ishtar.
Obtain:
Note: Defense +28, Evasion +5. Equippable by Cless.
--Star Helm------
A helmet made from an unknown material that provides incredible defense
considering its negligible weight.
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Obtain: One of the prizes for clearing the Euclid Arena (Future). ?Helmet found in Dhaos's Castle and the Depths of the Treant Forest (Future).

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Note: Defense +26. Equippable by Cless.
--Beret--[MISSABLE!]------
More in the realm of fashion, this hat doesn't provide much protection against
the elements.
Obtain: Missable! Purchased in various areas (Present, Past).
Note: Defense +1. Equippable by Chester, Mint, and Klarth.
--Ankh Beret--[MISSABLE!]------
Standard headwear for members of the clergy.
Obtain: Missable! Purchased in various areas (Past).
Note: Defense +3. Equippable by Chester, Mint, and Klarth.
--Straw Hat-----
A hat with a round brim that could fall off or get caught in the wind if you're
not careful.
Obtain: Purchased in various areas (Past, Future), dropped by #172 Hellcat.
Note: Defense +5. Equippable by Chester, Mint, and Klarth.
--Fine Beret-----
The maker of this hat isn't particularly famous, though the design shows a lot
of potential.
Obtain: Purchased in various areas (Past, Future).
Note: Defense +12. Equippable by Chester, Mint, and Klarth.
--Star Beret-----
A magical hat that sometimes shines like the stars.
Obtain: One of the prizes for the Button Master minigame in Alvanista Castle
 and for clearing the Euclid arena (Future). ?Beret found in various areas
 (Future).
Note: Defense +16. Equippable by Chester, Mint, and Klarth.
--Hood-----
A simple cloth hood that covers the scalp. Rather than boosting defense, it is
designed to increase evasion.
Obtain: Purchased in Ninja Village (Future).
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--Mask-----
A simple cloth mask that hides the face. Rather than boosting defense, it is
designed to increase evasion.
Obtain: Found in the forest around the Ninja Village (Future), stolen from
 every ninja in the Cave of Ordeals (Future); see section [TOPWS COD] for more
 details.
Note: Defense +5, Evasion +5. Equippable by Suzu.
--Blue Ribbon-----
A blue ribbon that symbolizes the true friendship between Arche and Rhea.
Obtain: Arche's default equipment.
Note: Defense +2. Equippable by Arche.
--Long Blue Ribbon--[MISSABLE!]-----
A long ribbon that takes every opportunity to dance elegantly in the wind.
Obtain: Missable! Purchased in various areas (Past), found in Corroded Grotto
 (Past).
Note: Defense +5. Equippable by Arche.
--Striped Ribbon-----
A ribbon with a striped pattern.
Obtain: Purchased in various areas (Past, Future).
Note: Defense +9, Evasion +5. Equippable by Arche.
--Pretty Ribbon-----
A really cute ribbon.
Obtain: Purchased in various areas (Future).
Note: Defense +18, Evasion +10. Equippable by Arche.
--Magical Ribbon-----
A ribbon imbued with powerful magic.
Obtain: One of the prizes for clearing the Euclid Arena (Future), found in the
 Depths of the Treant Forest (Future).
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Note: Defense +2, Evasion +2. Equippable by Suzu.

Note: Defense +25. Equippable by Arche.

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x Armor (Hands).....[TOPL ARM4] x
--Leather Gloves--[MISSABLE!]------
A pair of leather gloves.
Obtain: Missable! Purchased in various areas (Present, Past).
Note: Defense +1. Equippable by Cless and Chester.
--Iron Gloves--[MISSABLE!]------
A pair of iron gloves.
Obtain: Missable! Purchased in various areas (Past), dropped by #001 Iron
 Golem.
Note: Defense +2. Equippable by Cless and Chester.
--Gauntlets-----
A pair of iron gauntlets.
Obtain: Purchased in various areas (Past, Future).
Note: Defense +4. Equippable by Cless and Chester.
--Mithril Gloves-----
A pair of gauntlets made from the magical material known as mithril.
Obtain: Purchased in various areas (Future).
Note: Defense +10. Equippable by Cless and Chester.
--Rare Gauntlets------
A masterpiece that the Craftsman Geeth poured his heart and soul into making.
Resistant to earth attacks.
Obtain: Purchase in Geeth's Shop (Future).
Note: Defense +15. Resists Earth Attribute (-50% damage). Equippable by Cless
 and Chester.
--Star Gloves------
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Gauntlets made from an unknown material that provides incredible defense

considering its negligible weight. Obtain: One of the prizes from clearing the Euclid Arena (Future), found in Dhaos's Castle and the Depths of the Treant Forest (Future). Note: Defense +24. Equippable by Cless and Chester. --Hyper Gauntlets-----These gauntlets will increase the accuracy of your sword strikes just by wearing them. Obtain: Graham's Treasure Hunt sidequest, enclosed shore south of Venezia. Note: Defense +26, Accuracy +20. Equippable by Cless. --Claw Gauntlets-----Gauntlets with hooked iron claws that offer not only increased defense, but also attack power. Obtain: Dropped by #126 Ninja Master. Note: Attack +100, Defense +10. Equippable by Suzu. --Kitchen Mittens--[MISSABLE!]------Gloves that cover the thumb with one part and all 4 fingers together in the other. Obtain: Missable! Purchased in various areas (Past). Note: Defense +5. Resists Fire Attribute (-10% damage). Equippable by Mint, Arche, and Suzu. --Pretty Mittens-----A very cute pair of gloves. Obtain: One of the chests in the Olive Village item shop storage room for 50,000 Gald, found in various areas (Future). Note: Defense +15. Resists Fire Attribute (-20% damage). Equippable by Mint, Arche, and Suzu. --Mother's Gloves-----Gloves made by Arche's mother, Ruche. All elemental damage is reduced by 10%. Obtain: Talk to the innkeeper of the Elven Village (Future). Note: Defense +8. Resists Earth, Water, Fire, Wind, and Thunder Attributes (-10% damage). Equippable by Arche.

White Gloves[MISSABLE!]
A bride's pure white gloves. Wearing them will bring you luck.
Obtain: Missable! Complete the Nancy and Elwin sidequest in the Past. See sections [TOPWS_NE1], [TOPWS_NE2], [TOPWS_NE3], and [TOPWS_NE4] for details.
Note: Defense +10, Luck +50. Resists Water, Fire, and Light Attributes (-20% damage).
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x Accessories[TOPL_ACCS] x
x xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Stone Check
A charm that prevents stone when equipped.
Obtain: Purchased or found in various areas (Past, Future).
Talisman
A charm that raises defense by 5% when equipped.
Obtain: Purchased or found in various areas (Past, Future), dropped by #106 Depraved Monk.
Blue Talisman
A charm that raises defense by 10% when equipped.
Obtain: Rune Bottle on Talisman, dropped by #142 Bishop.
Paralysis Check
A charm that prevents paralysis when equipped.
Obtain: Purchased or found in various areas (Past, Future).
Stun Charm
A charm that reduces stun duration by half when equipped.
Obtain: Purchased or found in various areas (Past, Future).
Poison Check
A charm that prevents poisoning when equipped.
Obtain: Purchased or found in various areas (Past, Future), dropped by #014 Ishrant, #208 Red Roper, #214 AC Roper,

--Rabbit's Foot------A well-known good luck charm, it raises luck by 10% when equipped. Obtain: Purchased or found in various areas (Present, Past, Future). --Fire Charm------A ring with a jewel that resembles fire. Reduces water-based damage by 1/3. Obtain: Buy from spirit in Fenrir Cathedral for 10,000 Gald once. Rune Bottle on Ice Charm. Dropped by #016 Inferno and #164 Flame Jii. Note: Resists Water Attribute (-30% damage). Prevents environmental damage from extreme cold in the Cavern of Ice. --Ice Charm------A ring with a jewel that resembles water. Reduces fire-based damage by 1/3. Obtain: Buy from spirit in Fenrir Cathedral for 10,000 Gald once. Ruen Bottle on Ice Charm. Dropped by #167 Frost King. Note: Resists Fire Attribute (-30% damage). Prevents environmental damage from extreme heat in the Tower of Flame. --Manji Symbol-----A charm exclusive to the Ninja Village that raises accuracy. Obtain: Purchase in Ninja Village. Note: Accuracy +50. --Silver Shawl------A silk shawl for women sewn with a silver thread. Nullify fire-based attacks 30% of the time. Obtain: Purchased or found in various areas (Past, Future). Note: Defense +10. Resists Fire Attribute (chance to Nullify +30%). Equippable by Mint, Arche, and Suzu. --Princess Shawl------An elegant shawl for women made with a translucent silk. Nullify fire-based attacks 50% of the time. Obtain: Rune Bottle on Silver Shawl.

Note: Defense +10. Resists Fire Attribute (chance to Nullify +50%). Equippable

by Mint, Arche, and Suzu.

--Heavy Boots-----A heavy pair of boots that slow your movement speed in battle by 20% just by wearing them. Obtain: Purchased or found in various areas (Past, Future). Dropped by #086 Note: Movement Speed -20%. Equippable by Cless, Chester, Klarth, and Suzu. --Elven Boots-----A pair of boots made by the Elves that boost movement speed in battle by 20% just by wearing them. Obtain: Purchased or found in various areas (Past, Future). Note: Movement Speed +20%. --Jet Boots-----A pair of magical boots for men that make you feel lighter and boost movement speed in battle by 50%. Obtain: Rune Bottle on Heavy Boots. Graham's Treasure Hunt sidequest, shore behind Lone Valley. Note: Movement Speed +50%. Equippable by Cless, Chester, and Klarth. --Persian Boots-----A pair of cute boots made to look like cat's feet and reduce all damage by 30%. Obtain: Moria Mine 21F. --Nightmare Boots-----A pair of boots for women straight out of a bad dream, wearing them boosts movement speed in battle by 50%. Obtain: Rune Bottle on Persian Boots. Found in Moria Mine: Dwarven Ruins 21F treasure room (Future). Note: Movement Speed +50%. Equippable by Mint, Arche, and Suzu. --Water-Spider-----A pair of boots developed by ninja to walk on water. Nullify water-based attacks 50% of the time. Obtain: Purchase in Ninja Village (Future).

Note: Resists Water Attribute (chance to Nullify +50%).

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--Mantle--[MISSABLE!]---------
You can't call yourself an adventurer without a cape like this.
Obtain: Missable! Purchased or found in various areas (Present, Past).
Note: Defense +1.
--Leather Mantle-----
The seasoned traveler's best friend, even rain won't bother you in this.
Obtain: Purchased or found in various areas (Past, Future).
Note: Defense +2.
--Thief's Mantle-----
A thief's black mantle that boosts evasion.
Obtain: Purchased or found in various areas (Past, Future).
Note: Defense +4, Evasion +5.
A traditional green Elven mantle that boosts evasion.
Obtain: Purchased in Elven Village (Future).
Note: Defense +12, Evasion +10, Luck +20.
--Flare Mantle-----
A mantle bearing the crest of fire. Nullify fire and earth damage 30% of the
Obtain: Rune Bottle on Mantle/Aqua Mantle. Found in various areas (Past,
Note: Defense +8. Resists Fire and Earth Attributes (chance to Nullify +30%).
--Aqua Mantle-----
A mantle bearing the crest of water. Nullify water and wind damage 30% of the
time.
Obtain: Rune Bottle on Leather Mantle/Flare Mantle. Found in various areas
 (Past, Future).
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Note: Defense +8. Resists Water and Wind Attributes (chance to Nullify +30%).

--Aquamarine Pact Ring------A unique ring for use in a Summoning Pact. Reduces damage from water-type attacks by half. Obtain: Mandatory story event. Note: Equippable by Klarth. --Amethyst Pact Ring------A unique ring for use in a Summoning Pact. Reduces damage from dark-type attacks by half. Obtain: Found in Lone Valley (Future). Note: Equippable by Klarth. --Emerald Pact Ring-----A unique ring for use in a Summoning Pact. Reduces damage from all elemental sources but light. Obtain: Found in the Cave of Darkness (Future). Note: Resists Non-Elemental, Earth, Water, Fire, Wind, Thunder (-20%), and Darkness (-70%) Attributes. Equippable by Klarth. --Opal Pact Ring------A unique ring for use in a Summoning Pact. Reduces damage from wind-type attacks by half. Obtain: Mandatory story event. Note: Equippable by Klarth. --Garnet Pact Ring------A unique ring for use in a Summoning Pact. Reduces damage from fire-type attacks by half. Obtain: Mandatory story event. Note: Equippable by Klarth. --Sardonyx Pact Ring------A unique ring for use in a Summoning Pact. Reduces damage from thunder-type attacks by half.

Note: Equippable by Klarth.

Obtain: Mandatory story event.

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--Sapphire Pact Ring------
A unique ring for use in a Summoning Pact. Increases defense when equipped.
Obtain: Found in the Cave of the Spirits (Future).
Note: Defense +20. Equippable by Klarth.
--Turquoise Pact Ring-----
A unique ring for use in a Summoning Pact. Increases Max TP when equipped.
Obtain: Found in Moria Mine 10F (Past).
Note: Max TP +30%. Equippable by Klarth.
--Diamond Pact Ring------
A unique ring for use in a Summoning Pact. Boosts all stats when equipped.
Obtain: Mandatory story event.
Note: Attack +5, Defense +5, Accuracy +5, Evasion +5, Luck +5. Equippable by
 Klarth.
--Topaz Pact Ring------
A unique ring for use in a Summoning Pact. Reduces damage from light-type
attacks by half.
Obtain: Mandatory story event.
Note: Equippable by Klarth.
--Moonstone Pact Ring-----
A unique ring for use in a Summoning Pact. Increases Max HP when equipped.
Obtain: Mandatory story event.
Note: Max HP +30%. Equippable by Klarth.
--Ruby Pact Ring---------
A unique ring for use in a Summoning Pact. Reduces damage from earth-type
attacks by half.
Obtain: Mandatory story event.
Note: Equippable by Klarth.
--Sorcerer's Ring-----
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A ring imbued with the power of the Spirit of Fire. Press Square to shoot fire. Obtain: Mandatory dungeon. Note: Press Square button to shoot fire in front of you. Needs to be equipped to a character to be used, doesn't need to be in battle. --Emerald Ring-----A ring engraved with the image of a fairy. Reduces TP consumption by a third. Obtain: Found in various areas (Future), dropped by Dhaos (Past) and #028 Volt. --Fairy Ring-----A ring engraved with the image of a fairy. Reduces TP consumption by half. Obtain: Rune Bottle on Emerald Ring. --Mental Ring-----Restores 1 TP at a time on a fixed interval during battle. Obtain: One of the prizes from the Ishitori game in Alvanista Castle (Past), found in various areas (Past, Future). Note: Restores 1 TP about every 5 seconds. --Protect Ring-----A ring engraved with the image of a battle god. Has a 10% chance of nullifying non-elemental attacks. Obtain: Found in various areas (Past, Future), dropped by #068 Psychic. Note: Chance to Nullify physical attacks +10%. --Force Ring------A ring engraved with the image of a battle god. Has a 20% chance of nullifying non-elemental attacks. Obtain: Rune Bottle on Protect Ring or Reflect Ring. Note: Chance to nullify physical attacks +20%. --Resist Ring-----A ring engraved with the image of a goddess. Has a 10% chance of nullifying elemental attacks.

Obtain: Found in various areas (Past, Future), dropped by #194 Medium.

Reflect Ring
A ring engraved with the image of a goddess. Has a 20% chance of nullifying elemental attacks.
Obtain: Rune Bottle on Resist Ring or Force Ring.
Channeling
A unique ring with a very specific purpose. It seems to be capable of receiving electric signals.
Obtain: Found in Euclid sewers near the first save point (Present). Talk to Ami in Totis Village (Present), Mirald in Klarth's house (Past), Bart in Lone Valley cabin (Past), and Ranzo in the Ninja Village after Suzu joins (Future).
Note: Allows the equipped character to be controlled from the second to fourth slots with another controller. Enables Semi-Auto control mode for them.
Dash Ring
By equipping this ring, you can manually control your dashing in battle.
Obtain: Found in Corroded Grotto (Future) and Moria Mine: Dwarven Ruins 13F (Future).
Note: Allows the equipped character to dash by double-tapping in Semi-Auto mode.
Technical Ring
A ring that enables the Manual control scheme for a character.
Obtain: Found in Moria Mine 6F. From Graham after completing his treasure hunt sidequest.
Note: Enables Manual control mode for the equipped character.
Rebirth Doll
A substitute doll that will die in your place during battle, reviving you.
Obtain: Found in various areas (Past, Future), dropped by #081 Shaman.
Note: Resurrects the equipped character if they fall during battle, but breaks afterwards.
Sephira
A statue of an unnamed goddess. Earn 1.5 times the usual Gald after battle.
Obtain: Found in Graham's Treasure Hunt sidequest, island northeast of the Cave of Spirits (Future).

Note: Increases the amount of Gald earned by 1.5. The equipped character must make the final blow in battle to earn the increased Gald.
Blue Sephira
A statue of a named goddess. Earn twice the usual Gald after battle.
Obtain: Rune Bottle on Sephira.
Note: Increases the amount of Gald earned by 2. The equipped character must make the final blow in battle to earn the increased Gald.
Pickle Stone
A very heavy stone used to create pressure in a pickle press. Equip it to nullify the effect of Tractor Beam.
Obtain: Found in various areas (Past), dropped by #005 Azar, #032 Air Giant, #034 Ogre, and #122 Troll.
Note: Nullifies the Tractor Beam spell.
Black Onyx
A type of gemstone that increases Max HP by 30%.
Obtain: Found in various areas (Past, Future). Dropped by #080 Jamir and #203 Lilith.
White Mist
A crystal ball with smoke sealed inside. Decreases the time needed to escape from battle by 30%.
Obtain: Purchased in various areas (Past, Future).
Magic Mist
A crystal ball with a magic smoke sealed inside. Decreases the time needed to escape from battle by 50%.
Obtain: Rune Bottle on White Mist.
Moon Crystal
A type of gemstone that increases Max TP by 30%.
Obtain: Found in Graham's Treasure Hunt sidequest, southwestern secluded valley on Fenrir continent. Rune Bottle on Black Onyx.
Derris Emblem
A complex crest crafted from metal with an unclear purpose.

Obtain: Talk to investigator in Early coffee shop for one. Found in Dhaos's Castle (Future), dropped by #227 ROAMEYE?.
Note: Needed to clear Dhaos's Castle (Future).
Fight Symbol
The symbol of a warrior that boosts attack power by 10% when equipped.
Obtain: Purchased or found in various areas (Past, Future).
Attack Symbol
The symbol of a passionate warrior, it boosts your critical hit rate when equipped.
Obtain: Purchased in various areas (Past, Future).
Note: Critical hit rate +10%.
Holy Symbol
A sacred symbol that restores $5\%$ of a character's Max HP on a fixed interal during battle.
Obtain: Purchased or found in various areas (Past, Future).
Note: Restores 5% HP about every 5 seconds during battle.
Mystic Symbol
The symbol of a mystic that reduces spell casting time by half when equipped.
Obtain: Purchased in various areas (Past, Future).
Note: Spell casting duration cut in half. Equippable by Mint, Klarth, and Arche.
Dark Seal
A dark seal that gives 1.5 times earned EXP, but in exchange, seals abilities and reduces defensive attributes by half.
Obtain: Found in Graham's Treasure Hunt sidequest, long island west of Morrison's House (Future). Dropped by #170 Voodoo Priest.
Note: Increases gained experience points by 1.5, but equipped character's abilities are sealed and defense is reduced by half. Doesn't apply to combo EXP bonus or to characters outside of battle, and only works if the equipped character is in battle.

--Demon's Seal-----

A demonic seal that doubles earned EXP, but in exchange, seals abilities and reduces defensive attributes to 0. Obtain: Rune Bottle on Dark Seal. Note: Doubles gained experience points, but equipped character's abilities are sealed and defense is reduced to 0. Doesn't apply to combo EXP bonus or to characters outside of battle, and only works if the equipped character is in battle. --Earring-----A momento from Mint's mother, the symbol of a true Methodist. Nullifies all non-elemental attacks. Obtain: Mandatory story event. Note: Defense +20, Accuracy +20. Resists Non-Elemental spells (chance to Nullify +100%). Equippable by Mint. --Combo Command------By equipping this, you can take direct control of a character which includes inputting ability commands manually. Obtain: Purchase in Geeth's Shop (Future). Note: Enables Manual control mode for the equipped character, as well as enabling all abilities to be used at once. However, button commands like a fighting game are required to use abilities. Equippable by Cless, Chester, and Suzu. Obtaining it and the Combo Counter item give Cless the "Combo Master" title. A decorative item that has a chance to nullify earth based attacks 50% of the Obtain: One of the prizes for clearing the Mach Race in Alvanista (Future), found in Graham's Treasure Hunt sidequest, eastern side of Early continent. Note: Resists Earth Attribute (chance to Nullify +50%). --Magic Pouch-----A small bag that can be equipped. When walking through a dungeon, small items may occasionally fly out. Obtain: Found in Dhaos's Castle (Future).

Note: Gives a random item out of a pool of items when walking around in a dungeon. Equipped character doesn't need to be in the battle party. See

--Magical Pouch------

[TOPL POOL] for a list of possible items.

A bag that can be equipped. When walking through a dungeon, decent items may occasionally fly out.
Obtain: Rune Bottle on Magic Pouch.
Note: Gives a random item out of a pool of items when walking around in a dungeon. Equipped character doesn't need to be in the battle party. See [TOPL_POOL] for a list of possible items.
Duplication Patch
When you put this on your back, don't you suddenly feel much stronger!?
Obtain: Found in Ninja Village.
Note: Equipped character gains an after-image effect in battle.
**************************************
x Collectibles and Valuables[TOPL_VALU] x
x ************************************
(c)Curio's Mirror
A peerless work of art that holds the soul of the painter Curio himself. Check out the Customize Menu.
Obtain: Give Curio the Pin-Up Mag item at Morrison's House in the Future.
Note: Enables Deformed option for Party Display in the Customize Menu.
(c)Red Card
ToP Collectible Card $(1/4)$ : The Flower
Obtain: Talk to Okayo in the Ninja Village with the "Champion" title equipped.
Note: Collectible item; just for completion's sake.
(c)Green Card
ToP Collectible Card (2/4): The Bird
Obtain: Give a Melon and Kelp to the Collector in Venezia grocer (Future).
Note: Collectible item; just for completion's sake.
(c)Blue Card
ToP Collectible Card (3/4): The Wind
Obtain: Purchase from Collector in Freezekiel equipment shop for 50,000 Gald

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Note: Collectible item; just for completion's sake.
--(c) Yellow Card-----
ToP Collectible Card (4/4): The Moon
Obtain: Talk to the Passionate Craftsman in Early equipment shop, and answer 2,
Note: Collectible item; just for completion's sake.
--(c)White Card------
ToP Collectible Card (1/3): The Heavens
Obtain: Give the Brown Card to the Collector in the northern oasis in Freyland.
Note: Collectible item; just for completion's sake.
--(c)Brown Card-----
ToP Collectible Card (2/3): The Earth
Obtain: Give the Black Card to the girl in the third floor of Euclid Castle
 (Future)
Note: Collectible item; just for completion's sake.
--(c)Black Card------
ToP Collectible Card (3/3): The Human
Obtain: Talk to the robed woman outside the inn in Miguel (Future).
Note: Collectible item; just for completion's sake.
--(c)Statue of Bravery------
One of five statues of divine virtue: Bravery.
Obtain: Talk to the boy in Freezekiel inn after obtaining the nine items of
 Gilgamesh (Future).
Note: Collectible item; just for completion's sake.
--(c)Statue of Justice-----
One of five statues of divine virtue: Justice.
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Obtain: Red chest after defeating Odin in the Tower of Flame (Future)

(Future)

Note: Collectible item; just for completion's sake.
(c)Statue of Friendship
One of five statues of divine virtue: Friendship.
Obtain: Found in the Depths of the Treant Forest (Future)
Note: Collectible item; just for completion's sake.
(c)Statue of Love
One of five statues of divine virtue: Love.
Obtain: Buy the Combo Command item from Ten in Geeth's Shop (Future).
Note: Collectible item; just for completion's sake.
(c)Statue of Dreams
One of five statues of divine virtue: Dreams.
Obtain: Complete Mint's Piano Teacher side event in Venezia (Future).
Note: Collectible item; just for completion's sake.
(c)Special Flag
A very special flag. Feel the passion of the Crimson S!
Obtain: Win the Mach Race in Alvanista twice (Future).
Note: Collectible item; just for completion's sake.
Mercury
A metal that liquefies at room temperature. The result at a failed attempt at alchemy.
Obtain: Found in various areas; stolen by #068 Psychic and #169 Prophet.
Note: Valuable item; just for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.
Incense
An incense made from carefully selected woods and plants that blend to create a truly unique aroma.
Obtain: Found in various areas; dropped by #046 Kiyomasa and #71 Sakon; stolen from #135 Hatamoto.

Note: Valuable item; just for selling. See section [TOPL\_VALP] for a list of

the best places to sell Valuables.

Ukiyo-e
A painting done in an ancient style that seems to be a distorted take on realism.
Obtain: Found in various areas; bought once from artist in the chief's house in Ninja Village. Dropped by #033 Okiyo and #051 Kunoichi.
Note: Valuable item; just for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.
Coral
A hand-crafted piece of art made from fragments of coral.
Obtain: Found in various areas; dropped by #017 Evil Star and #099 Superstar; stolen from #191 Merman.
Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.
Marble
A vaulable stone used frequently in both construction and art.
Obtain: Found in various areas; dropped by #002 Ice Golem and #056 Clay Golem; stolen from #192 Mythril Golem.
Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.
Clay Pot
An earthenware pot used in cooking. It's said that even the color and shape of the pot can impact the flavor.
Obtain: Found in various areas; stolen from #046 Kiyomasa and #071 Sakon
Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.
Tapestry
A textile product created with a design that can even rival paintings in the level of detail.
Obtain: Found in various areas; dropped by #024 Witch, #159 Priestess, and #172 Hellcat.
Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Ebony Wood-----

A deep black wood used as a material to create quality furniture with a refined feeling to it. Obtain: Found in various areas; stolen from #121 Treant. Note: Valuable item; only for selling. See section [TOPL VALP] for a list of the best places to sell Valuables. A beast's soft fur prized as a material for accessories. Obtain: Found in various areas; ropped by #053 Grizzly, #063 Cerberus, #096 Snow Bunny, #152 Brown Bear, #168 Frost Bunny, #176 Boar Child, #183 Polar Bear, and #210 Lobo. Note: Valuable item; only for selling. See section [TOPL VALP] for a list of the best places to sell Valuables. --Cordyceps-----A valuable ingredient frequently used in traditional herbal remedies. Obtain: Found in various areas; dropped by #007 Apache Doctor, #008 Alraune, # 025 Witch Doctor, #030 Wolfsbane, #081 Shaman, and #171 Belladonna. Note: Valuable item; only for selling. See section [TOPL VALP] for a list of the best places to sell Valuables. An ornate white industrial good. Even one piece of a set can be quite valuable. Obtain: Found in various areas; stolen from #173 Banshee. Note: Valuable item; only for selling. See section [TOPL VALP] for a list of the best places to sell Valuables. --Shamisen-----A three-stringed musical instrument whose full range of sound can be produced only by experts. Obtain: Found in various areas; dropped by #113 Dozo; stolen by #126 Ninja Note: Valuable item; only for selling. See section [TOPL VALP] for a list of the best places to sell Valuables. --Ivory-----An elephant tusk used as material in many high quality goods.

Obtain: Found in various areas; dropped by #058 Great Tusk and #143 Bigfoot.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
?Items are pieces of equipment that need to be identified by using a Rune Bottle on them before they can be used. Since each separate ?Item counts as its own entry in the Collector's Encyclopedia, I've listed them all here to help fill in the blanks.
?Sword (Long Sword)
An unidentified sword.
Obtain: Found in various areas; dropped by various enemies.
?Sword (Fame Face)
An unidentified sword.
Obtain: Dropped by #193 Mayer, one of the prizes from the Mach Boy race in Alvanista (Past), Found in Moria Mine: Dwarven Ruins 21F (Future)
?Sword (Slayer Sword)
An unidentified sword.
Obtain: Found in Dhaos's Castle (Past). Dropped by #074 Samurai and #117 Dragonnewt.
?Sword (Moon Falx)[MISSABLE!]
An unidentified sword.
Obtain: Missable! One of the chests in the Olive Village item shop storage room for 60,000 Gald. Dropped by #114 Doom Guard.
?Sword (Holy Sword)
An unidentified sword.
Obtain: Dropped by #018 Evil Sword and #066 Gold Dragon.
?Sword (Dragontooth)

Note: Valuable item; only for selling. See section [TOPL\_VALP] for a list of

the best places to sell Valuables.

An unidentified sword.

?Sword (Flare Basilard)
An unidentified sword.
Obtain: Dropped by #136 Balrog; found in Cave of the Burning Sands (Future) if you bought Suzu's Red Spider Lily skill instead.
?Sword (Ice Coffin)
An unidentified sword.
Obtain: Dropped by #002 Ice Golem, found in Moria Mine: Dwarven Ruins 21F (Future).
?Sword (Duel Sword)
An unidentified sword.
Obtain: Found in Graham's Treasure Hunt sidequest, dropped by #071 Sakon.
?Sword (Luck Blade)
An unidentified sword.
Obtain: Found in the Depths of the Treant Forest and/or Graham's Treasure Hunt sidequest; Tower of the Zodiac (Future) if you bought Suzu's Thunderbolt skill instead.
?Sword (Wasier Rapier)
An unidentified sword.
Obtain: Found in Dhaos's Castle (Future), dropped by #046 Kiyomasa and #083 Chevalier.
?Sword (Saint Rapier)
An unidentified sword.
Obtain: Found in Depths of the Treant Forest (Future), dropped by #104 Tyrant.
?Sword (Doom Blade)
An unidentified sword.
Obtain: Found in forest around Ninja Village and Depths of the Treant Forest (Future), dropped by #162 Pluto.
?Sword (Excalibur)

Obtain: Dropped by #118 Dragontooth.

Obtain: Found in Moria Mine: Dwarven Ruins 21F treasure room (Future). One of the nine Gilgamesh items.
?Spear (Arc Wind)
An unidentified spear.
Obtain: Found in Depths of the Treant Forest (Future), dropped by #155 Black Knight.
?Axe (Strike Axe)
An unidentified axe.
Obtain: Found in Cave of the Burning Sands (Past). Dropped by #075 Thunder Dragon.
?Axe (Bahamut's Tear)
An unidentified axe.
Obtain: Found in Depths of the Treant Forest and Moria Mine: Dwarven Ruins 19F (Future).
?Halberd (Saint Halberd)
An unidentified axe.
An unidentified axe.  Obtain: Found in Depths of the Treant Forest and Graham's Treasure Hunt sidequest (Future).
Obtain: Found in Depths of the Treant Forest and Graham's Treasure Hunt
Obtain: Found in Depths of the Treant Forest and Graham's Treasure Hunt sidequest (Future).
Obtain: Found in Depths of the Treant Forest and Graham's Treasure Hunt sidequest (Future). ?Bow (Long Selfbow)
Obtain: Found in Depths of the Treant Forest and Graham's Treasure Hunt sidequest (Future). ?Bow (Long Selfbow)
Obtain: Found in Depths of the Treant Forest and Graham's Treasure Hunt sidequest (Future). ?Bow (Long Selfbow)
Obtain: Found in Depths of the Treant Forest and Graham's Treasure Hunt sidequest (Future). ?Bow (Long Selfbow)
Obtain: Found in Depths of the Treant Forest and Graham's Treasure Hunt sidequest (Future). ?Bow (Long Selfbow)
Obtain: Found in Depths of the Treant Forest and Graham's Treasure Hunt sidequest (Future). ?Bow (Long Selfbow)

An unidentified sword.

?Bow (Sand Spread)
An unidentified bow.
Obtain: Dropped by #90 Scout and #209 Ranger.
?Bow (Gale Spread)
An unidentified bow.
Obtain: Found in the Cavern of Ice (Future), dropped by #009 Arch Demon.
?Bow (Merciless Bow)
An unidentified bow.
Obtain: Dropped by #034 Origin.
?Bow (Berserk Arrow)
An unidentified bow.
Obtain: Found in Depths of the Treant Forest (Future), dropped by #145 Beast Master.
?Rod (Rod)[MISSABLE!]
An unidentified staff.
Obtain: Missable! Found in Euclid Village (Past), dropped by #103 Sorceress.
?Rod (Rune Staff)
An unidentified staff.
Obtain: Found in various areas (Past), dropped by #103 Sorceress.
?Rod (Star Mace)
An unidentified staff.
Obtain: Found in Depths of the Treant Forest (Future).
?Rod (Star Mace)
An unidentified staff.
Obtain: Found in Dhaos's Castle and Depths of the Treant Forest (Future).
?Book (Pin-Up Mag)
An unidentified book.

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Obtain: Found in various areas (Past), dropped by #129 Gnome.
--?Book (The King in Yellow)-----
An unidentified book.
Obtain: Dropped by #112 Demeter.
--?Book (Liber Ivonis)-----
An unidentified book.
Obtain: Found in Demeter's Island (Past), dropped by #031 Undine.
--?Book (Seven Books of Hsan)-----
An unidentified book.
Obtain: Found in the forest around Ninja Village and the Depths of the Treant
 Forest.
--?Book (Messa di Requiem)------
An unidentified book.
Obtain: Found in the Cavern of Ice (Future).
--?Book (True Magick)-----
An unidentified book.
Obtain: Found in Dhaos's Castle (Future).
--?Cloth (Star Cloak)-----
An unidentified cloak.
Obtain: Found in various areas (Future).
--?Cloth (Mithril Mesh)-----
An unidentified cloak.
Obtain: One of the chests in Olive Village item shop's storage room for 55,000
 Gald (Past OR Future), found in Moria Mine (Past) and Moria Mine: Dwarven
 Ruins 21F (Future).
--?Armor (Leather Armor)------
Unidentified armor.
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Obtain: Found in Moria Mine: Dwarven Ruins 21F (Future).
--?Armor (Reflex)-----
Unidentified armor.
Obtain: Found in various areas (Future).
---?Armor (Mumbane)------
Unidentified armor.
Obtain: Found in Dhaos's Castle and Depths of the Treant Forest (Future).
---?Armor (Gold Armor)------
Unidentified armor.
Obtain: Found in Moria Mine: Dwarven Ruins 19F (Future).
--?Helmet (Leather Helm)-----
An unidentified helmet.
Obtain: Found in Moria Mine: Dwarven Ruins 21F (Future).
--?Helmet (Duel Helm)------
An unidentified helmet.
Obtain: Found in various areas (Future).
--?Helmet (Star Helm)------
An unidentified helmet.
Obtain: Found in Dhaos's Castle and the Depths of the Treant Forest (Future).
--?Beret (Star Beret)------
An unidentified hat.
Obtain: Found in various areas (Future).
--?Spear (Corcesca)------
An unidentified spear.
Obtain: Dropped by #155 Black Knight.
--?Axe (Battle Axe)------
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An unidentified axe.
Obtain: Dropped by #075 Thunder Dragon.
?Bow (Crescent Arrow)
Obtain: Dropped by #095 Storm Rider.
***************************************
x       x         x Key Items
***************************************
Finally, the key items, items important to the story. Most of them are just gotten playing through the game but some are optional, and indeed missable. Most of them are lost after certain events, but they're still counted in the Collector's Encyclopedia.
Pendant
A pendant given to Cless by his father, Miguel, on his 15th birthday.
Obtain: Mandatory story event.
Mascot[MISSABLE!]
A small plush doll made by Ami.
Obtain: Missable! Talk to Ami in her house in Totis Village before fighting the boars in the forest (Present).
Earring
An earring received from a mysterious woman.
Obtain: Mandatory story event.
Wraith Ruby
A jewel that holds a captive soul and can open certain doors.
Obtain: Mandatory dungeon.
Morrison's Book
A book that was entrusted to you by Trinix D. Morrison.
Obtain: Mandatory story event.

Broken Bow
Chester's Bow. It's currently broken.
Obtain: Mandatory story event.
Elemental Orb
A jewel received from the Spirits of Wind that allows you to speak to the Spirit of the Yggdrasil.
Obtain: Mandatory story event.
Demeter's Key
The key to a door somewhere in Demeter's Mansion.
Obtain: Mandatory dungeon.
Permit
A permit from the Alvanista royal family needed to enter the ruins of the Moria Mine.
Obtain: Mandatory story event.
Emblem
Emblem The crest of the Alvanista royal family that allows entry to the Elven Village.
The crest of the Alvanista royal family that allows entry to the Elven Village.  Obtain: Mandatory story event.
The crest of the Alvanista royal family that allows entry to the Elven Village.
The crest of the Alvanista royal family that allows entry to the Elven Village.  Obtain: Mandatory story event.
The crest of the Alvanista royal family that allows entry to the Elven Village.  Obtain: Mandatory story event. Letter of Introduction
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A card found at Thor with some strange markings on it.
Obtain: Mandatory dungeon.
Mysterious Hand-Mirror
A polished blue hand-mirror that does not have a clear purpose.
Obtain: Mandatory dungeon.
Golden Key
A shiny golden key.
Obtain: Mandatory dungeon.
Wing Pack
A tiny capsule that conveniently stores away the Rhea-Birds while on the ground.
Obtain: Mandatory story event.
Ancient Documents
An old document left behind by Aifreid detailing the locations of his hidden treasure in a riddle.
Obtain: Given for starting Graham's Treasure Hunt sidequest.
Rosania's Dress
A gift from the pirate Aifreid to his wife. Despite its age, the dress remains spotless.
Obtain: Found in Graham's Treasure Hunt sidequest.
Common Key
The key that opens the door to the Common Room.
Obtain: Mandatory dungeon.
Sacred Wood
The golden branch of a sacred tree. Material for a legendary bow.
Obtain: Found in the Depths of the Treant Forest.

 ${\tt x}$  Rune Bottle Item Transformation List......[TOPL\_RUNE]  ${\tt x}$   ${\tt x}$ 

## 

A list of all the item transformations from using Rune Bottles. -> indicates that the item turns into the next item, and <-> indicates that those two items will transform into eachother indefinitely.

Apple Gummi ----> Lemon Gummi <-> Pineapple Gummi

Black Onyx <----> Moon Crystal

Charm Bottle ----> Miracle Charm

Dark Seal ----> Demon's Seal

Emerald Ring ----> Fairy Ring

Fire Charm <----> Ice Charm

Heavy Boots <----> Jet Boots

Hourglass ----> Chronoglass

Lavendar ----> Red Lavendar

Leather Mantle ---> Aqua Mantle <-> Flare Mantle

Magic Pouch ----> Magical Pouch

Mantle ----> Aqua Mantle <-> Flare Mantle

Mixed Gummi ----> Miracle Gummi

Nightmare Boots <-> Persian Boots

Orange Gummi ----> Pineapple Gummi <-> Lemon Gummi

Protect Ring ----> Force Ring <-> Reflect Ring

Resist Ring -----> Reflect Ring <-> Force Ring

Sage ----> Red Sage

Savory ----> Red Savory

Sephira ----> Blue Sephira

Silver Shawl ----> Princess Shawl

Talisman -----> Blue Talisman

Verbena -----> Red Verbena

White Mist ----> Magic Mist

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x Best Places to Sell Valuables......[TOPL_VALP] x
Valuable selling prices, divided by era. In the future, individual shops within
towns usually give different prices for different valuables, while in the
present/past each town gives the same price in every shop.
--The Present------
Pelt..... 765 (All Shops)
Might want to just wait until the Past/Future if you actually get one from the
boars.
--The Past-----
Incense....: Elven Village (13,770) when available, or Olive Village (12,240)
Coral.....: Olive Village (9180 Gald)
Pelt..... Olive Village (5355 Gald)
Cordyceps...: Elven Village (6885) when available, or Venezia (6120)
--The Future-----
Mercury....: Euclid Item Shop <<Furry Friends>> (61,965 Gald)
Incense....: Elven Village Item Shop <<Silent Song>> (55,845 Gald)
Ukiyo-e....: Early Equipment Shop <<3 A.M.>> (86,445 Gald)
Coral.....: Olive Village Item Shop <<Yago>> (37,485 Gald)
Marble....: Alvanista Item Shop <<Houttuynia>> (72,675 Gald)
Clay Pot...: Olive Village Item Shop <<Yago>> (61,200 Gald)
Tapestry....: Euclid Item Shop <<Furry Friends>> (92,565 Gald)
Ebony Wood..: Venezia Grocer <<Waterfront>> (43,605 Gald)
Pelt.....: Freezekiel Grocer <<Freezer>> (25,245 Gald)
Cordyceps...: Ninja Village Shop << Mashed Potatoes>> (30,600 Gald)
Tea Cup....: Elven Village Grocer << Red Shelves>> (80,325 Gald)
Shamisen...: Olive Village Grocer <<Sirloin>> (98,685 Gald)
Ivory.....: Ninja Village Shop <<Mashed Potatoes>> (48,960 Gald)
x Magic/Magical Pouch Item Pools......[TOPL_POOL] x
```

A list of the items you can recieve from the Magic/Magical Pouches. As you can see, it's best to change the Magic Pouch into the Magical Pouch as soon as possible. You can get stat herbs like Sage and Savory, rare items like Magical Rouge, and others from the Magical Pouch, unlike the Magic Pouch which gives basic items you can just buy anywhere.

--Magic Pouch-------Apple Gummi -Orange Gummi -Life Bottle -Holy Botle -Dark Bottle -Spectacles -Flare Bottle -Liqueur Bottle -?Sword (Long Sword) -?Bow (Long Selfbow) -Long Sword -Battle Axe -Halberd -Rod -Broom -Pin-Up Mag -Cloak -Talisman -Mantle -Leather Mantle -Rabbit's Foot -Cheese -Beef -Bread -Milk -Rice --Magical Pouch------Apple Gummi -Orange Gummi -Mixed Gummi -Sage (!) -Verbena (!) -Magical Rouge (!) -Dark Bottle -Holy Bottle -Life Bottle -Spectacles -Flare Bottle -Liqueur Bottle -Stone Check

-Paralyze Check
-Protect Ring
-Fight Symbol
-Poison Check
-Holy Symbol (!)

-Dried Seaweed		
-Shrimp		
-Egg		
-Spice		
-Carrot		
-Pasta		
-Beef		
-Melon		
1101011		
	***************************************	
X	X	
x Monster Encyclopedia	a[TOPL_BEST] x	
X	Х	
xxxxxxxxxxxxxxxxxx	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	
game and their stats	cyclopedia or Bestiary. Listed are every monster in the on Normal difficulty. Note that all of Dhaos's forms in-game Bestiary, so I list them at the end. Here's an	
example of an entry and what all the data and abbreviations mean:		
The state of the s	all one add and appleviacione mean.	
#002 Ice Golem		
" 007 100 0010		
HP: 8300 TP: 0 EXP: 42	28 Gald: 1410	
Attack: 585 Defense:	125 Agility: 20	
Elemental Defense: Eas	rth (May Nullify), Water (Absorb Some), Fire (Somewhat	
Weak), Wind (Somewhat Weak)		
Elemental Attack: Ear	th	
Dropped Items: ?Sword	(Long Sword), ?Sword (Ice Coffin)	
Stolen Item: Marble		
Location: Cavern of I	ce	
# of monster/Name		
нр:	The monster's max HP. Multiply by 2 for Hard mode and by	
	3 for Mania mode.	
πр .	The monster's max TP. Multiply by 25% for Hard and 50%	
11	for Mania (both rounded down).	
LAF	The amount of experience points given for defeating the	
0 - 1 -1	monster.	
Galu	The amount of Gald given for defeating the monster.	
7		
Attack:	The monster's Attack stat. Multiply by 1.25 for Hard mode	
	and 1.5 for Mania mode (rounded down).	
	The monster's Defense stat.	
Agility:	The monster's Agility stat.	
Elemental Defense:	The monster's defense against different elemental	
	attributes (Non-Elemental magic, Earth, Water, Fire,	
	Wind, Thunder, Light, and Darkness), if any, represented	
	by different colored icons. Enemies have different	

defenses towards elemental attacks:

-Resist Ring

Absorb:	The enemy will take no damage from the attack, absorbing some of the damage as HP instead. Of course, using this element against them is a futile effort. The closer the color of the word Absorb is to white, the more HP the enemy will recover from the attack. In this list, I'll use (Absorb Some) and (Absorb More) to note the severity of the absorption.	
Nullify:	The enemy has a chance to randomly take no damage from the attack. Using this element should be avoided if possible. The closer the color of the word Nullify is to white, the higher the chance of nullification will be. In this list, I'll use (May Nullify) and (High Nullify) to note how high the chance of nullification is.	
Strong:	The enemy is strong against the attack, taking reduced damage. Using this element is recommended against, but not entirely out of the question. The closer the word Strong is to white, the more the damage will be reduced. In this list, I'll use (Somewhat Strong) and (Very Strong) to note how strong the enemy is to the element.	
Weak:	The enemy is weak against the attack, taking increased damage. Using this element is recommended if possible. The closer the word Weak is to white, the more damage the enemy will take. In this list, I'll use (Somewhat Weak) and (Very Weak) to note how weak the enemy is to the element.	
Elemental Attack:	The elemental attribute of the monster's attacks, if any, represented in the game by the same colored icons above.	
Dropped Items:	The item or items dropped by the enemy after the battle is won.	
Stolen Items:	The item that can be stolen from the enemy with Suzu's Unknown Fire ability. Since stealing items require Suzu, all enemies with stolen items exist in the future.	
Location:	The area the monster is located in along with specific floor and era if applicable.	
In order for an entry to be counted as "complete", all the information must be filled out. This means you have to use a Spectacles on the enemy for their		

In order for an entry to be counted as "complete", all the information must be filled out. This means you have to use a Spectacles on the enemy for their stats and elemental attributes, and keep killing them until you get all the items they drop. If an enemy has a stolen item available, that must be stolen as well. Once all that is done, the entry will count towards your total completion percentage.

--#001 Iron Golem--[MISSABLE!]-----

HP: 5550 TP: 0 EXP: 360 Gald: 1680 Attack: 220 Defense: 100 Agility: 15

Elemental Defense: Earth (May Nullify), Water (Somewhat Weak), Wind (Somewhat

Weak), Thunder (Somewhat Weak)

Elemental Attack: Earth

Dropped Items: Iron Sallet, Iron Gloves Location: Missable! Tower of the Zodiac (Past) --#002 Ice Golem------HP: 8300 TP: 0 EXP: 428 Gald: 1410 Attack: 585 Defense: 125 Agility: 20 Elemental Defense: Earth (May Nullify), Water (Absorb Half), Fire (Somewhat Weak), Wind (Somewhat Weak) Elemental Attack: Earth Dropped Items: ?Sword (Long Sword), ?Sword (Ice Coffin) Stolen Item: Marble Location: Cavern of Ice --#003 Owl--[MISSABLE!]-----HP: 45 TP: 0 EXP: 3 Gald: 6 Attack: 20 Defense: 8 Agility: 80 Elemental Defense: Earth (Very Weak), Fire (Very Weak), Wind (may Nullify) Elemental Attack: Wind Dropped Items: Chicken, Egg Location: Missable! World Map (Present), Forest of the Spirits (Present) --#004 Aqua Dragon--[RARE!]-----HP: 12,300 TP: 0 EXP: 2050 Gald: 9760 Attack: 620 Defense: 185 Agility: 30 Elemental Defense: Earth (Somewhat Strong), Water (Absorb More), Fire (Somewhat Weak), Thunder (Somewhat Weak), Darkness (Somewhat Strong) Elemental Attack: Water Dropped Items: ?Bow (Aqua Spread) Location: Very rare encounter, Corroded Grotto (Future) --#005 Azar--[MISSABLE!]-------HP: 1800 TP: 450 EXP: 123 Gald: 345 Attack: 88 Defense: 52 Agility: 55

Elemental Defense: Water (Very Weak), Fire (May Nullify), Wind (Absorb Half)

Elemental Attack: Fire

Dropped Items: Pickle Stone, Rune Bottle

Location: Missable! Cave of the Burning Sands (Past)

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--#006 Anaconda--[MISSABLE!]-------
HP: 50 TP: 0 EXP: 3 Gald: 7
Attack: 22 Defense: 7 Agility: 35
Elemental Defense: Fire (Very Weak)
Dropped Items: Apple Gummi, Spectacles
Location: Missable! Mountain Pass (Present)
--#007 Apache Doctor-----
HP: 2550 TP: 380 EXP: 288 Gald: 488
Attack: 136 Defense: 82 Agility: 60
Dropped Items: Cordyceps, Rune Bottle
Location: Midgard region World Map (Future)
--#008 Alraune-----
HP: 3660 TP: 0 EXP: 212 Gald: 1040
Attack: 166 Defense: 95 Agility: 45
Elemental Defense: Earth (May Nullify), Water (Absorb Half), Fire (Somewhat
Weak), Wind (Somewhat Weak)
Elemental Attack: Earth
Dropped Items: Cordyceps, Spice
Location: Treant Forest (Future)
--#009 Arch Demon--[RARE!]------
HP: 7980 TP: 450 EXP: 1001 Gald: 7960
Attack: 477 Defense: 120 Agility: 50
Elemental Defense: Light (Somewhat Weak), Darkness (Absorb More)
Elemental Attack: Darkness
Dropped Items: ?Bow (Gale Spread)
Location: Very rare encounter, Cave of the Spirits (Future)
--#010 Arc Knight--[BOSS!]------
HP: 4000 TP: 0 EXP: 225 Gald: 1024
Attack: 85 Defense: 50 Agility: 60
Dropped Items: Knight's Saber
Location: Mandatory Boss Battle
--#011 Arch Bishop-----
```

HP: 6550 TP: 600 EXP: 503 Gald: 1050 Attack: 198 Defense: 120 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light

(May Nullify), Darkness (May Nullify)

Dropped Items: Rune Bottle, Hourglass

Stolen Item: Bread

Location: Dhaos's Castle (Future)

--#012 Archer--[MISSABLE!]------

HP: 2330 TP: 0 EXP: 128 Gald: 288 Attack: 150 Defense: 74 Agility: 50

Dropped Items: Bread, ?Bow (Long Selfbow)

Location: Missable! Dhaos's Castle/Valhalla region World Map (Past)

--#013 Ignis Fatuus-----

HP: 2730 TP: 0 EXP: 50 Gald: 50 Attack: 162 Defense: 110 Agility: 45

Elemental Defense: Water (Somewhat Weak), Fire (May Nullify), Wind (Absorb

Half)

Elemental Attack: Fire

Location: Cave of the Burning Sands (Future)

--#014 Ishrant--[BOSS!]------

HP: 5550 TP: 500 EXP: 2222 Gald: 9990 Attack: 456 Defense: 120 Agility: 20

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (Absorb More), Thunder (May Nullify), Light

(May Nullify), Darkness (May Nullify)

Elemental Attack: Wind

Dropped Items: Poison Check

Location: Mandatory Boss Battle

--#015 Efreet--[BOSS!]-----

HP: 5500 TP: 2000 EXP: 2525 Gald: 6543 Attack: 250 Defense: 85 Agility: 60

Elemental Defense: Water (Somewhat Weak), Fire (Absorb More), Wind (Absorb

Half)

Elemental Attack: Fire

Dropped Items: Flare Mantle

Location: Mandatory Boss Battle

--#016 Inferno-----

HP: 8390 TP: 800 EXP: 321 Gald: 543 Attack: 183 Defens: 117 Agility: 60

Elemental Defense: Water (Somewhat Weak), Fire (May Nullify), Wind (Absorb

Half)

Elemental Attack: Fire

Dropped Items: Fire Charm

Location: Tower of Flame

--#017 Evil Star-----

HP: 4980 TP: 0 EXP: 541 Gald: 1610 Attack: 300 Defense: 98 Agility: 45

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat

Weak)

Elemental Attack: Water

Dropped Items: Coral, Shrimp

Location: Corroded Grotto (Future)

--#018 Evil Sword-----

HP: 24,800 TP: 0 EXP: 222 Gald: 2222 Attack: 688 Defense: 243 Agility: 400

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (Absorb More), Darkness (May Nullify)

(Absorb More), Darkness (May Nullify)

Dropped Items: ?Sword (Holy Sword)

Location: Cave of Darkness

--#019 Evil Lord------

HP: 6400 TP: 250 EXP: 298 Gald: 3630 Attack: 195 Defense: 105 Agility: 60

Dropped Items: Rune Bottle

Location: Mandatory Boss Battle

--#020 Viper-----

HP: 285 TP: 0 EXP: 18 Gald: 18

Attack: 75 Defense: 21 Agility: 50 Elemental Defense: Fire (Very Weak) Dropped Items: Apple Gummi, Panacea Bottle Location: Demeter's Mansion Tree Room (Past OR Future) --#021 Vulcan--[RARE!]------HP: 8640 TP: 0 EXP: 1015 Gald: 8520 Attack: 385 Defense: 160 Agility: 45 Elemental Defense: Water (Somewhat Weak), Fire (May Nullify) Elemental Attack: Fire Dropped Items: ?Bow (Flare Spread) Location: Very rare encounter, Cave of the Burning Sands (Future) --#022 Vulture--[MISSABLE!]------HP: 210 TP: 0 EXP: 16 Gald: 19 Attack: 69 Defense: 19 Agility: 80 Elemental Defense: Earth (Somewhat Weak) Fire (Somewhat Weak), Wind (May Nullify) Elemental Attack: Wind Dropped Items: Chicken, Egg Location: Missable! World Map (Past) --#023 Vampire Bat-----HP: 850 TP: 0 EXP: 16 Gald: 29 Attack: 105 Defense: 42 Agility: 90 Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify) Elemental Attack: Darkness Location: Moria Mine 1-9F (Past OR Future) --#024 Witch-----HP: 3950 TP: 550 EXP: 512 Gald: 1160 Attack: 192 Defense: 123 Agility: 55 Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify) Dropped Items: Witch Dress, Tapestry Stolen Item: Magical Broom

Location: Dhaos's Castle (Future)

--#026 Will-o-Wisp--[MISSABLE!]-----

HP: 1320 TP: 0 EXP: 10 Gald: 10
Attack: 100 Defense: 70 Agility: 40

Elemental Defense: Water (Very Weak), Fire (May Nullify), Wind (May Absorb)

Elemental Attack: Fire

Location: Missable! Cave of the Burning Sands (Past)

--#027 Winged Devil-----

HP: 3550 TP: 200 EXP: 99 Gald: 222 Attack: 143 Defense: 68 Agility: 60

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Spectacles, Rune Bottle

Location: Moria Mine 7-9F (Past OR Future), Valhalla Plains (Past), Battle in

the Sky (Past)

--#028 Volt--[BOSS!]------

HP: 28,000 TP: 3000 EXP: 5656 Gald: 43,210 Attack: 385 Defense: 185 Agility: 30

Elemental Defense: Earth (May Nullify), Water (Somewhat Weak), Thunder (Absorb

More), Light (Very Strong) Elemental Attack: Thunder

Dropped Items: Emerald Ring

Location: Mandatory Boss Battle

--#029 Woodkarla-----

HP: 32,250 TP: 0 EXP: 1262 Gald: 12,620 Attack: 434 Defense: 202 Agility: 15

Elemental Defense: Earth (High Nullify), Water (Absorb More), Fire (Somewhat

Weak), Wind (Somewhat Weak)
Elemental Attack: Earth

Dropped Items: Apple, Prune Location: Euclid Arena (Future) --#030 Wolfsbane-----HP: 2660 TP: 0 EXP: 159 Gald: 369 Attack: 125 Defense: 60 Agility: 40 Elemental Defense: Earth (May Nullify), Water (Absorb Half), Fire (Somewhat Weak), Wind (Somewhat Weak) Elemental Attack: Earth Dropped Items: Lettuce, Cordyceps Location: Treant Forest (Past) --#031 Undine--[BOSS!]------HP: 6450 TP: 3000 EXP: 999 Gald: 8888 Attack: 250 Defense: 100 Agility: 35 Elemental Defense: Water (Absorb More), Fire (Somewhat Weak), Thunder (Somewhat Weak) Elemental Attack: Water Dropped Items: ?Book (Liber Ivonis) Location: Mandatory Boss Battle --#032 Air Giant-----HP: 34,500 TP: 0 EXP: 4960 Gald: 16,950 Attack: 555 Defense: 199 Agility: 35 Elemental Defense: Wind (High Nullify) Dropped Items: Pickle Stone Location: Euclid Arena (Future) --#033 Okiyo--[BOSS!]------HP: 15,500 TP: 0 EXP: 6000 Gald: 5000 Attack: 450 Defense: 200 Agility: 200 Elemental Defense: Light (Somewhat Weak), Darkness (Very Strong) Elemental Attack: Darkness Dropped Items: Ukiyo-e

--#034 Origin--[BOSS!]------

Location: Optional Boss Battle, Euclid Arena (Future)

HP: 45,000 TP: 3000 EXP: 8765 Gald: 8888 Attack: 435 Defense: 200 Agility: 10

Elemental Defense: Non-Elemental (Absorb More), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (Absorb More), Darkness (May Nullify)

Dropped Items: ?Bow (Merciless Bow)

Location: Mandatory Boss Battle

--#035 Ogre-----

HP: 2860 TP: 0 EXP: 158 Gald: 321 Attack: 155 Defense: 63 Agility: 40

Elemental Defense: Earth (May Nullify), Wind (Somewhat Weak), Light (Very

Weak), Darkness (Somewhat Strong)

Elemental Attack: Earth

Dropped Items: Beef, Pickle Stone

Location: Moria Mine, 6-9F (Past OR Future)

--#036 Orche Jelly------

HP: 1230 TP: 0 EXP: 27 Gald: 38 Attack: 97 Defense: 46 Agility: 15

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat

Weak), Darkness (Somewhat Strong)

Elemental Attack: Water

Dropped Items: Apple Gummi

Location: Moria Mine 1-9F (Past OR Future)

--#037 Orcrot--[BOSS!]-----

HP: 2300 TP: 0 EXP: 201 Gald: 864 Attack: 99 Defense: 27 Agility: 10

Elemental Defense: Earth (May Nullify), Water (Absorb Half), Fire (Very Weak),

Wind (Somewhat Weak) Elemental Attack: Earth

Dropped Items: Apple

Location: Mandatory Boss Battle

--#038 Odin--[BOSS!]------

HP: 100,000 TP: 10,000 EXP: 3000 Gald: 3000

Attack: 800 Defense: 600 Agility: 10

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light

(Absorb More), Darkness (May Nullify)

Elemental Attack: Light

Location: Optional Boss Battle, Tower of Flame (Future)

--#039 Kage--[MISSABLE!]------

HP: 4800 TP: 0 EXP: 232 Gald: 777 Attack: 222 Defense: 90 Agility: 100

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: Rice, Reverse Doll

Location: Missable! Dhaos's Castle (Past)

--#040 Crab-----

HP: 300 TP: 0 EXP: 1 Gald: 1
Attack: 0 Defense: 120 Agility: 10

Elemental Defense: Non-Elemental (High Nullify), Earth (High Nullify), Water (Absorb More), Fire (High Nullify), Wind (High Nullify), Thunder (HighNullify), Light (High Nullify), Darkness (High Nullify)

Dropped Items: Octopus, Squid

Stolen Item: Shrimp

Location: Optional Boss Battle?, Graham's Treasure Hunt Sidequest, most beaches that have treasure (Future)

--#041 Gallic Sword------

HP: 27,850 TP: 0 EXP: 4444 Gald: 8888 Attack: 522 Defense: 193 Agility: 400

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (Absorb More), Darkness (May Nullify)

Location: Euclid Arena (Future)

--#042 Galf Beast-----

HP: 41,000 TP: 0 EXP: 5000 Gald: 10,000 Attack: 538 Defense: 250 Agility: 60

Elemental Defense: Fire (Somewhat Weak), Light (Somewhat Weak), Darkness (High

Nullify)

Elemental Attack: Darkness

Location: Optional Boss Battle, Euclid Arena (Future)

HP: 2760 TP: 0 EXP: 273 Gald: 890 Attack: 155 Defense: 71 Agility: 55 Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify) Elemental Attack: Darkness Dropped Items: Liqueur Bottle Location: Volt's Cave (Future) --#044 Caw Caw-----HP: 3120 TP: 0 EXP: 54 Gald: 108 Attack: 169 Defense: 84 Agility: 95 Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May Nullify), Light (Somewhat Weak), Darkness (May Nullify) Elemental Attack: Wind Dropped Items: Chicken, Egg Location: Early region World Map (Future) --#045 Gargoyle------HP: 17,150 TP: 1000 EXP: 964 Gald: 4400 Attack: 531 Defense: 222 Agility: 65 Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (High Nullify) Elemental Attack: Darkness Dropped Items: Rune Bottle Location: Cave of Darkness (Future) --#046 Kiyomasa-----HP: 28,700 TP: 0 EXP: 3800 Gald: 4800 Attack: 649 Defense: 240 Agility: 55 Dropped Items: ?Sword (Wasier Rapier), Incense Stolen Item: Clay Pot Location: Moria Mine: Dwarven Ruins 11-21F (Future) --#047 Killer Owl--[MISSABLE!]------HP: 180 TP: 0 EXP: 13 Gald: 16

Elemental Defense: Earth (Very Weak), Fire (Very Weak), Wind (May Nullify)

Attack: 63 Defense: 19 Agility: 90

Elemental Attack: Wind Dropped Items: Chicken, Egg Location: Missable! Euclid region World Map (Past), Forest of the Spirits (Past) --#048 Killer Bee-----HP: 1250 TP: 0 EXP: 8 Gald: 13 Attack: 120 Defense: 68 Agility: 105 Elemental Defense: Fire (Somewhat Weak) Location: Forest of the Spirits (Future), Ymir Forest (Future), Ymir region World Map (Future) --#049 King Cobra-----HP: 1960 TP: 0 EXP: 22 Gald: 48 Attack: 130 Defense: 71 Agility: 60 Elemental Defense: Fire (Somewhat Weak) Dropped Items: Spectacles Location: Forest of the Spirits (Future), Mountain Pass (Future) --#050 Queen Bee-----HP: 3800 TP: 0 EXP: 99 Gald: 185 Attack: 380 Defense: 200 Agility: 1000 Elemental Defense: Fire (Somewhat Weak) Location: Euclid Arena (Future), Depths of the Treant Forest (Future) --#051 Kunoichi------HP: 4500 TP: 0 EXP: 505 Gald: 1030 Attack: 357 Defense: 90 Agility: 100 Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify) Elemental Attack: Darkness Dropped Items: Rice, Ukiyo-e Location: Cavern of Ice (Future) --#052 Kraken-----HP: 10,500 TP: 0 EXP: 1010 Gald: 1200

Attack: 355 Defense: 160 Agility: 40

Elemental Defense: Water (High Nullify), Fire (Somewhat Weak), Thunder

(Somewhat Weak)

Elemental Attack: Water Dropped Items: Squid, Octopus Location: Euclid Arena (Future) --#053 Grizzly-----HP: 9680 TP: 0 EXP: 570 Gald: 1160 Attack: 365 Defense: 100 Agility: 40 Elemental Defense: Fire (Somewhat Weak) Dropped Items: Pelt Location: Treant Forest (Future) --#054 Green Roper--[MISSABLE!]------HP: 1870 TP: 0 EXP: 54 Gald: 133 Attack: 100 Defense: 53 Agility: 10 Elemental Defense: Fire (Very Weak), Darkness (Somewhat Strong) Dropped Items: Panacea Bottle Location: Missable! Cave of the Spirits (Past) --#055 Clay Idol--[MISSABLE!]------HP: 1 TP: 1 EXP: 1 Gald: 1 Attack: 95 Defense: 50 Agility: 30 Elemental Defense: (High Nullify), Earth (High Nullify), Water (High Nullify), Fire (High Nullify), Wind (High Nullify), Thunder (High Nullify), Light (High Nullify), Darkness (High Nullify) Elemental Attack: Earth Dropped Items: Mixed Gummi Location: Missable! Cave of the Spirits (Past) --#056 Clay Golem-----HP: 20,250 TP: 0 EXP: 1818 Gald: 5006 Attack: 404 Defense: 156 Agility: 10 Elemental Defense: Earth (High Nullify), Wind (Somewhat Weak) Elemental Attack: Earth Dropped Items: Marble Location: Euclid Arena (Future) --#057 Clay Demon-----

Location: Euclid Arena, Moria Mine: Dwarven Ruins 21F (Future)

--#059 Ghoul--[MISSABLE!]------

HP: 165 TP: 0 EXP: 13 Gald: 23
Attack: 50 Defense: 17 Agility: 50

Elemental Defense: Light (Very Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Ivory

Dropped Items: Panacea Bottle

Location: Missable! Underground Crypt (Present)

--#060 Cave Spider-----

HP: 3210 TP: 0 EXP: 98 Gald: 128 Attack: 201 Defense: 68 Agility: 50

Elemental Defense: Earth (Somewhat Strong), Fire (Very Weak), Wind (Very Weak),

Light (Very Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Liqueur Bottle

Location: Moria Mine 9F (Past OR Future)

--#061 Caveman-----

HP: 2340 TP: 0 EXP: 63 Gald: 128 Attack: 125 Defense: 60 Agility: 40

Elemental Defense: Earth (May Nullify), Wind (Very Weak), Light (Very Weak),

Darkness (Somewhat Strong)
Elemental Attack: Earth

Dropped Items: Potato, Beef

Location: Moria Mine, 4-9F (Past OR Future)

--#062 Gazehound-----

HP: 2660 TP: 0 EXP: 138 Gald: 285 Attack: 180 Defense: 70 Agility: 25

Elemental Defense: Earth (May Nullify), Wind (Very Weak), Light (Very Weak),

Darkness (Somewhat Strong)
Elemental Attack: Earth

Dropped Items: Panacea Bottle, Orange Gummi

Location: Moria Mine, 8-9F (Past OR Future)

--#063 Cerberus-----

HP: 42,000 TP: 0 EXP: 7700 Gald: 8800 Attack: 770 Defense: 248 Agility: 70

Elemental Defense: Fire (Somewhat Strong), Light (Somewhat Weak), Darkness

(High Nullify)

Elemental Attack: Darkness

Dropped Items: Mixed Gummi

Stolen Item: Pelt

Location: Moria Mine: Dwarven Ruins

--#064 Cocadrille-----

HP: 5300 TP: 0 EXP: 464 Gald: 2870 Attack: 270 Defense: 100 Agility: 70

Elemental Defense: Earth (May Nullify), Fire (Absorb More), Wind (Somewhat

Weak)

Elemental Attack: Earth

Dropped Items: Basilisk Scale

Location: Freyland region World Map (Future)

--#065 Kosuke--[BOSS!]------

HP: 5000 TP: 0 EXP: 5 Gald: 10

Attack: 400 Defense: 300 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Darkness

Dropped Items: Pineapple Gummi

Stolen Item: Mask

Location: Cave of Ordeals (see [TOPWS\_COD])

```
--#066 Gold Dragon--[RARE!]------
HP: 13,800 TP: 0 EXP: 3605 Gald: 11,200
Attack: 720 Defense: 200 Agility: 30
Elemental Defense: Earth (Somewhat Strong), Fire (Somewhat Strong), Thunder
(Somewhat Strong), Light (Absorb More), Darkness (Somewhat Weak)
Elemental Attack: Light
Dropped Items: ?Sword (Long Sword), ?Sword (Holy Sword)
Location: Very rare encounter, only appears in rooms that have/had treasure
chests, Tower of the Zodiac (Future)
--#067 Golem--[BOSS!]------
HP: 4770 TP: 0 EXP: 188 Gald: 410
Attack: 95 Defense: 25 Agility: 15
Elemental Defense: Earth (May Nullify), Wind (Very Weak)
Elemental Attack: Earth
Dropped Items: Holy Bottle, Orange Gummi
Location: Mandatory Boss Battle, Underground Crypt (Present)
--#068 Psychic-----
HP: 2050 TP: 350 EXP: 245 Gald: 423
Attack: 118 Defense: 78 Agility: 50
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May
Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light
(May Nullify), Darkness (May Nullify)
Dropped Items: Protect Ring, Rune Bottle
Stolen Item: Mercury
Location: Tower of the Zodiac (Future)
--#069 Saizo--[BOSS!]-------
HP: 30,000 TP: 0 EXP: 25 Gald: 50
Attack: 500 Defense: 360 Agility: 200
Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Darkness
Dropped Items: Miracle Gummi
Stolen Item: Mask
Location: Cave of Ordeals (see [TOPWS COD])
```

--#070 Sidewinder-----

HP: 780 TP: 0 EXP: 24 Gald: 37 Attack: 87 Defense: 38 Agility: 50

Elemental Defense: Water (Somewhat Weak), Fire (Somewhat Strong)

Dropped Items: Orange Gummi

Location: Freyland Region World Map

--#071 Sakon-----

HP: 17,500 TP: 0 EXP: 2105 Gald: 3200 Attack: 600 Defense: 230 Agility: 75

Dropped Items: ?Sword (Duel Sword), Incense

Stolen Item: Clay Pot

Location: Dhaos's Castle (Future)

--#072 Sasuke--[BOSS!]------

HP: 50,000 TP: 0 EXP: 50 Gald: 100 Attack: 550 Defense: 400 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Darkness

Dropped Items: Miracle Gummi

Stolen Item: Mask

Location: Cave of Ordeals (see [TOPWS\_COD])

--#073 Samael-----

HP: 19,900 TP: 1200 EXP: 2230 Gald: 7650 Attack: 395 Defense: 150 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),

Light (May Nullify), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: Paralysis Check

Location: Dhaos's Castle, upper tower (Future)

--#074 Samurai--[MISSABLE!]------

HP: 5500 TP: 0 EXP: 390 Gald: 1234 Attack: 240 Defense: 100 Agility: 50

Dropped Items: Rice, ?Sword (Slayer Sword)

Location: Missable! Dhaos's Castle (Past)

```
--#075 Thunder Dragon--[RARE!]------
HP: 11,500 TP: 0 EXP: 777 Gald: 7770
Attack: 520 Defense: 170 Agility: 30
Elemental Defense: Earth (Somewhat Strong), Water (Somewhat Weak), Thunder
(Absorb More), Light (Somewhat Strong), Darkness (Somewhat Strong)
Elemental Attack: Thunder
Dropped Items: ?Axe (Battle Axe), ?Axe (Strike Axe)
Location: Very rare encounter, Volt's Cave (Future)
--#076 Shade--[MISSABLE!]-------
HP: 1720 TP: 100 EXP: 83 Gald: 115
Attack: 90 Defense: 80 Agility: 75
Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness
Dropped Items: Rune Bottle
Location: Missable! Tower of the Zodiac (Past)
--#077 Jackal--[MISSABLE!]-------
HP: 230 TP: 0 EXP: 18 Gald: 22
Attack: 75 Defense: 20 Agility: 70
Elemental Defense: Fire (Somewhat Weak)
Dropped Items: Orange Gummi, Spectacles
Location: Missable! World Map (Past)
--#078 Jack-o-Lantern------
HP: 38,700 TP: 900 EXP: 6900 Gald: 9800
Attack: 666 Defense: 248 Agility: 25
Elemental Defense: Earth (High Nullify), Water (Absorb More), Fire (Somewhat
Weak), Wind (Somewhat Weak)
Elemental Attack: Earth
Dropped Items: Cucumber, Tomato
--#079 Shaitan--[RARE!]-------
HP: 9200 TP: 250 EXP: 894 Gald: 6780
Attack: 320 Defense: 130 Agility: 40
Elemental Defense: Wind (May Nullify)
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Dropped Items: Holy Bottle

```
Location: Very rare encounter, Demeter's Mansion (Future)
--#080 Jamir--[BOSS!]------
HP: 3500 TP: 1500 EXP: 666 Gald: 8753
Attack: 80 Defense: 65 Agility: 60
Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness
Dropped Items: Black Onyx
Location: Mandatory Boss Battle
--#081 Shaman--[MISSABLE!]--[RARE!]------
HP: 2250 TP: 280 EXP: 113 Gald: 308
Attack: 120 Defense: 65 Agility: 55
Dropped Items: Rebirth Doll, Cordyceps
Location: Missable! Very rare encounter, Midgard region World Map (Past)
--#082 Jann-----
HP: 4500 TP: 0 EXP: 108 Gald: 125
Attack: 250 Defense: 100 Agility: 35
Elemental Defense: Wind (May Nullify)
Dropped Items: Mixed Gummi
Location: Thor (Past OR Future)
--#083 Chevalier-----
HP: 5500 TP: 0 EXP: 296 Gald: 583
Attack: 201 Defense: 90 Agility: 70
Elemental Defense: Light (May Nullify)
Dropped Items: ?Sword (Wasier Rapier)
Location: Euclid Arena (Future)
--#084 Juzo--[BOSS!]------
HP: 20,000 TP: 0 EXP: 15 Gald: 30
Attack: 460 Defense: 340 Agility: 200
Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Darkness
Dropped Items: Pineapple Gummi
Stolen Item: Mask
```

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Location: Cave of Ordeals (see [TOPWS COD])
--#085 Silver Dragon--[MISSABLE!]------
HP: 8880 TP: 0 EXP: 888 Gald: 4440
Attack: 420 Defense: 105 Agility: 20
Elemental Defense: Earth (Somewhat Strong), Fire (Somewhat Strong), Wind
(Somewhat Weak), Thunder (Somewhat Strong), Light (Absorb More), Darkness
(Somewhat Strong)
Dropped Items: Mixed Gummi
Location: Missable! Very rare encounter, Valhalla Plains during war (Past)
--#086 Jinn--[MISSABLE!]------
HP: 7100 TP: 100 EXP: 582 Gald: 3230
Attack: 270 Defense: 120 Agility: 35
Elemental Defense: Wind (May Nullify)
Dropped Items: Heavy Boots
Location: Missable! Dhaos's Castle (Past)
--#087 Jinpachi--[BOSS!]------
HP: 10,00 TP: 0 EXP: 10 Gald: 20
Attack: 430 Defense: 320 Agility: 200
Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Darkness
Dropped Items: Pineapple Gummi
Stolen Item: Mask
Location: Cave of Ordeals (see [TOPWS COD])
--#088 Sea Slug--[MISSABLE!]------
HP: 860 TP: 0 EXP: 13 Gald: 13
Attack: 85 Defense: 40 Agility: 15
Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat
Weak), Darkness (Somewhat Strong)
Elemental Attack: Water
Location: Missable! Corroded Grotto (Past)
--#089 Scavenger-----
HP: 2300 TP: 0 EXP: 24 Gald: 46
```

Attack: 134 Defense: 70 Agility: 108 Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May Nullify) Dropped Items: Chicken, Egg Location: Venezia/Ymir regions World Map (Future) --#090 Scout------HP: 2660 TP: 0 EXP: 371 Gald: 550 Attack: 191 Defense: 88 Agility: 55 Dropped Items: ?Bow (Long Bow), ?Bow (Sand Spread) Location: Valhalla region World Map (Future) --#091 Squid--[MISSABLE!]------HP: 2500 TP: 0 EXP: 96 Gald: 246 Attack: 200 Defense: 50 Agility: 30 Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat Weak) Elemental Attack: Water Dropped Items: Squid, Octopus Location: Missable! Corroded Grotto (Past) --#092 Skeleton-----HP: 200 TP: 0 EXP: 18 Gald: 52 Attack: 80 Defense: 15 Agility: 45 Elemental Defense: Light (Very Weak), Darkness (May Nullify) Elemental Attack: Darkness Dropped Items: Apple Gummi, Long Sword Location: Underground Crypt (Present), Euclid Arena (Future) --#093 Skeleton King-----HP: 19,800 TP: 0 EXP: 2525 Gald: 7878 Attack: 409 Defense: 198 Agility: 50 Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify) Elemental Attack: Darkness Dropped Items: ?Sword (Long Sword) --#094 Starfish--[MISSABLE!]------

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HP: 1350 TP: 0 EXP: 88 Gald: 177
Attack: 130 Defense: 47 Agility: 40
Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat
Weak)
Elemental Attack: Water
Dropped Items: Mackerel, Coral
Location: Missable! Corroded Grotto (Past)
--#095 Storm Rider------
HP: 29,800 TP: 1000 EXP: 1617 Gald: 10,800
Attack: 633 Defense: 242 Agility: 50
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),
Light (May Nullify), Darkness (Absorb More)
Elemental Attack: Darkness
Dropped Items: ?Bow (Long Selfbow), ?Bow (Crescent Arrow)
Location: Cave of Darkness (Future)
--#096 Snow Bunny-----
HP: 2200 TP: 0 EXP: 43 Gald: 63
Attack: 120 Defense: 66 Agility: 65
Elemental Defense: Fire (Somewhat Weak)
Dropped Items: Pelt
Location: Valhalla/Dhaos's Castle region World Map (Past OR Future)
--#097 Specter-----
HP: 3530 TP: 250 EXP: 266 Gald: 1450
Attack: 145 Defense: 82 Agility: 90
Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness
Dropped Items: Rune Bottle
Location: Demeter's Mansion (Future)
--#098 Slime--[MISSABLE!]------
HP: 80 TP: 0 EXP: 6 Gald: 13
Attack: 30 Defense: 8 Agility: 10
```

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat

Weak)
Elemental Attack: Water

Dropped Items: Apple Gummi Location: Missable! Euclid Sewers, Underground Crypt (Present) --#099 Superstar-----HP: 18,500 TP: 0 EXP: 1919 Gald: 2828 Attack: 421 Defense: 201 Agility: 50 Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat Elemental Attack: Water Dropped Items: Coral, Shrimp Location: Euclid Arena (Future) --#100 Siren-----HP: 3010 TP: 0 EXP: 185 Gald: 1320 Attack: 130 Defense: 74 Agility: 80 Elemental Defense: Earth (Somewhat Weak), Wind (May Nullify) Elemental Attack: Wind Dropped Items: Apple Gummi Location: Lone Valley (Future) --#101 Zombie-----HP: 8800 TP: 0 EXP: 387 Gald: 2310 Attack: 308 Defense: 136 Agility: 55 Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify) Elemental Attack: Darkness Dropped Items: Panacea Bottle Location: Dhaos's Castle (Future) --#102 Zombie Giant------HP: 19,800 TP:0 EXP: 1051 Gald: 8150 Attack: 378 Defense: 205 Agility: 45 Elemental Defense: Earth (High Nullify), Wind (Somewhat Weak), Light (Somewhat Weak), Darkness (High Nullify) Elemental Attack: Darkness Location: Dhaos's Castle (Future)

--#103 Sorceress--[MISSABLE!]-----

HP: 2000 TP: 250 EXP: 84 Gald: 171 Attack: 107 Defense: 60 Agility: 50 Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify) Dropped Items: ?Rod (Rod), ?Rod (Rune Staff) Location: Missable! Dhaos's Castle (Past) --#104 Tyrant-----HP: 23,500 TP: 0 EXP: 2828 Gald: 8487 Attack: 417 Defense: 192 Agility: 70 Elemental Defense: Light (May Nullify) Dropped Items: ?Sword (Saint Rapier) Location: Euclid Arena (Future) --#105 Chirp Chirp------HP: 2380 TP: 0 EXP: 27 Gald: 47 Attack: 131 Defense: 71 Agility: 90 Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May Nullify) Elemental Attack: Wind Dropped Items: Chicken, Egg Location: Lone Valley (Future), Ymir region World Map (Future) --#106 Depraved Monk--[MISSABLE!]------HP: 2270 TP: 250 EXP: 85 Gald: 209 Attack: 115 Defense: 65 Agility: 50 Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify) Dropped Items: Bread, Talisman Location: Missable! Tower of the Zodiac (Past) --#107 Dingo--[MISSABLE!]------HP: 100 TP: 0 EXP: 5 Gald: 16 Attack: 32 Defense: 9 Agility: 60 Elemental Defense: Fire (Very Weak)

Dropped Items: Orange Gummi

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Location: Missable! Morrison's House region World Map (Present)
--#108 Timber Wolf------
HP: 2450 TP: 0 EXP: 34 Gald: 61
Attack: 140 Defense: 72 Agility: 75
Elemental Defense: Fire (Somewhat Weak)
Dropped Items: Orange Gummi
Location: World Map (Future)
--#109 Desert King-----
HP: 2650 TP: 0 EXP: 106 Gald: 161
Attack: 95 Defense: 48 Agility: 35
Elemental Defense: Earth (May Nullify), Fire (Somewhat Strong), Wind (Somewhat
Weak)
Elemental Attack: Earth
Dropped Items: Liqueur Bottle, Apple Gummi
Location: Freyland region World Map (Past OR Future)
--#110 Desert Fly------
HP: 860 TP: 0 EXP: 65 Gald: 87
Attack: 85 Defense: 37 Agility: 70
Elemental Defense: Water (Somewhat Weak), Fire (Somewhat Strong), Wind
(Somewhat Strong)
Dropped Items: Spectacles
Location: Freyland region World Map (Past OR Future)
--#111 Death Stalker-----
HP: 2020 TP: 0 EXP: 32 Gald: 54
Attack: 147 Defense: 77 Agility: 40
Elemental Defense: Fire (Somewhat Weak)
Location: Freyland region World Map (Future)
--#112 Demeter--[BOSS!]------
HP: 2600 TP: 1200 EXP: 380 Gald: 5600
Attack: 75 Defense: 50 Agility: 55
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
```

(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),

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Light (May Nullify), Darkness (May Nullify)
Dropped Items: ?Book (The King in Yellow)
Location: Mandatory Boss Battle
--#113 Dozo--[BOSS!]------
HP: 28,500 TP: 0 EXP: 9000 Gald: 5000
Attack: 500 Defense: 230 Agility: 200
Elemental Defense: Light (Somewhat Weak), Darkness (Very Strong)
Elemental Attack: Darkness
Dropped Items: Shamisen
Location: Optional Boss Battle, Euclid Arena (Future)
--#114 Doom Guard--[MISSABLE!]------
HP: 5200 TP: 0 EXP: 315 Gald: 633
Attack: 225 Defense: 95 Agility: 70
Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness
Dropped Items: ?Sword (Long Sword), ?Sword (Moon Falx)
Location: Missable! Dhaos's Castle (Past)
--#115 Doom Toad------
HP: 3450 TP: 0 EXP: 116 Gald: 279
Attack: 163 Defense: 79 Agility: 50
Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Light (Somewhat
Weak), Darkness (May Nullify)
Elemental Attack: Water
Location: Early region World Map (Future)
--#116 Draco-Centaur--[MISSABLE!]------
HP: 6660 TP: 300 EXP: 444 Gald: 2220
Attack: 321 Defense: 99 Agility: 20
Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)
Elemental Attack: Darkness
Dropped Items: Rune Bottle
Location: Missable! Valhalla Plains during war (Past)
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--#117 Dragonewt-----

HP: 4440 TP: 0 EXP: 222 Gald: 444 Attack: 176 Defense: 80 Agility: 35

Elemental Defense: Water (Somewhat Strong), Fire (Somewhat Strong), Thunder

(Somewhat Weak), Darkness (Somewhat Strong)

Dropped Items: ?Sword (Long Sword), ?Sword (Slayer Sword)

Location: Valhalla Plains during war (Past), Cave of the Burning Sands (Future)

--#118 Dragontooth------

HP: 3330 TP: 0 EXP: 111 Gald: 333
Attack: 173 Defense: 79 Agility: 50

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: ?Sword (Long Sword), ?Sword (Dragontooth)

Location: Valhalla Plains during war (Past), Demeter's Mansion (Future)

--#119 Dragon Knight--[MISSABLE!]------

HP: 1650 TP: 0 EXP: 55 Gald: 77
Attack: 90 Defense: 45 Agility: 35

Elemental Defense: Water (Very Weak), Fire (Somewhat Strong), Thunder (Somewhat

Weak), Darkness (Somewhat Strong)

Dropped Items: Flare Bottle

Location: Missable! Cave of the Burning Sands (Past)

--#120 Dragonfly--[MISSABLE!]------

HP: 990 TP: 0 EXP: 45 Gald: 89 Attack: 100 Defense: 53 Agility: 80

Elemental Defense: Fire (Somewhat Weak), Wind (Somewhat Strong)

Dropped Items: Spectacles

Location: Missable! Ymir Forest (Past), Treant Forest (Past)

--#121 Treant-----

HP: 8700 TP: 0 EXP: 678 Gald: 3450 Attack: 256 Defense: 127 Agility: 20

Elemental Defense: Earth (May Nullify), Water (Absorb Some), Fire (Somewhat

Weak), Wind (Somewhat Weak)
Elemental Attack: Earth

Dropped Items: Apple, Mangosteen

Stolen Item: Ebony Wood

Location: Ymir Forest (Past), Treant Forest (Future) --#122 Troll--[RARE!]------HP: 5250 TP: 0 EXP: 531 Gald: 5310 Attack: 280 Defense: 77 Agility: 45 Elemental Defense: Earth (Somewhat Strong), Wind (Somewhat Weak), Light (Somewhat Weak), Darkness (Somewhat Strong) Elemental Attack: Earth Dropped Items: Pickle Stone Location: Very rare encounter, Lone Valley (Future) --#123 Dhole-----HP: 12,600 TP: 0 EXP: 726 Gald: 1998 Attack: 399 Defense: 177 Agility: 80 Elemental Defense: Fire (Somewhat Weak) Dropped Items: Orange Gummi Location: Euclid Arena (Future), Moria Mine: Dwarven Ruins 10-21F (Future) --#124 Nightwing-----HP: 1050 TP: 0 EXP: 210 Gald: 432 Attack: 153 Defense: 74 Agility: 100 Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify) Elemental Attack: Darkness Location: Cave of the Spirits (Future) --#125 Nightmare-----HP: 3980 TP: 350 EXP: 311 Gald: 1914 Attack: 167 Defense: 99 Agility: 90 Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify) Elemental Attack: Darkness Dropped Items: Rune Bottle Location: Tower of the Zodiac (Future) --#126 Ninja Master-----HP: 7800 TP: 0 EXP: 707 Gald: 1550 Attack: 480 Defense: 110 Agility: 110

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness Dropped Items: Rice, Claw Gauntlet Stolen Item: Shamisen Location: Forced Encounter, Volt's Cave (Future), Cave of Darkness (Future) --#127 Nebiros-----HP: 4240 TP: 800 EXP: 383 Gald: 1430 Attack: 170 Defense: 75 Agility: 65 Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify) Elemental Attack: Darkness Dropped Items: Spectacles, Rune Bottle Location: Volt's Cave (Future), Dhaos's Castle (Future) --#128 Nocturnal Fly------HP: 10,750 TP: 0 EXP: 665 Gald: 1968 Attack: 489 Defense: 150 Agility: 25 Elemental Defense: Fire (Somewhat Weak), Light (Somewhat Strong), Darkness (High Nullify) Elemental Attack: Darkness Dropped Items: Mixed Gummi Location: Depths of the Treant Forest (Future) --#129 Gnome--[BOSS!]------HP: 3400 TP: 0 EXP: 2222 Gald: 12,345 Attack: 95 Defense: 70 Agility: 30 Elemental Defense: Earth (Absorb More), Wind (Somewhat Weak) Elemental Attack: Earth Dropped Items: ?Book (Pin-up Mag) Location: Mandatory Boss Battle --#130 Python--[MISSABLE!]------HP: 195 TP: 0 EXP: 11 Gald: 13 Attack: 65 Defense: 18 Agility: 50 Elemental Defense: Fire (Somewhat Weak) Dropped Items: Apple Gummi

Location: Missable! Forest of the Spirits (Past), Mountain Pass (Past)

--#131 Bugbear--[MISSABLE!]------HP: 65 TP: 0 EXP: 4 Gald: 7 Attack: 27 Defense: 8 Agility: 20 Elemental Defense: Fire (Somewhat Weak) Dropped Items: Cheese, Bread Location: Missable! World Map (Present) --#132 Basilisk--[MISSABLE!]------HP: 4850 TP: 0 EXP: 384 Gald: 688 Attack: 210 Defense: 75 Agility: 65 Elemental Defense: Earth (May Nullify), Water (Somewhat Weak), Fire (Absorb Some), Wind (Somewhat Weak) Elemental Attack: Earth Dropped Items: Basilisk Scale Location: Missable! Freyland region World Map --#133 Basilisk King------HP: 21,850 TP: 0 EXP: 5665 Gald: 6556 Attack: 388 Defense: 188 Agility: 70 Elemental Defense: Earth (High Nullify), Fire (Absorb More), Thunder (Somewhat Weak) Elemental Attack: Earth Dropped Items: Basilisk Scale Location: Euclid Arena --#134 Bodoch-----HP: 2100 TP: 0 EXP: 47 Gald: 108 Attack: 135 Defense: 72 Agility: 40 Elemental Defense: Fire (Somewhat Weak) Dropped Items: Cheese, Spectacles Location: World Map (Future) --#135 Hatamoto-----HP: 6700 TP: 0 EXP: 369 Gald: 2468 Attack: 320 Defense: 110 Agility: 50

Dropped Items: Rice, Damascus Sword Stolen Item: Incense

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Location: Volt's Cave (Future), Dhaos's Castle (Future)
--#136 Balrog--[RARE!]------
HP: 9550 TP: 600 EXP: 1414 Gald: 9630
Attack: 398 Defense: 140 Agility: 50
Elemental Defense: Water (Somewhat Weak), Fire (Absorb More), Light (Somewhat
Weak), Darkness (Absorb More)
Elemental Attack: Darkness
Dropped Items: ?Sword (Long Sword), ?Sword (Flare Basilard)
Location: Very rare encounter, Tower of Flame (Future)
--#137 Banshee-----
HP: 23,500 TP: 0 EXP: 2000 Gald: 2000
Attack: 595 Defense: 230 Agility: 50
Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)
Elemental Attack: Darkness
Dropped Items: Strawberry, Banana
Stolen Item: Tea Cup
Location: Moria Mine: Dwarven Ruins 10-21F (Future)
--#138 Hanzo-----
HP: 13,800 TP: 0 EXP: 1601 Gald: 1968
Attack: 500 Defense: 200 Agility: 200
Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)
Elemental Attack: Darkness
Dropped Items: Rice, Reverse Doll
Loation: Volt's Cave (Future), Dhaos's Castle (Future), Cave of Darkness
(Future)
--#139 Pumpkin King-----
HP: 22,500 TP: 0 EXP: 6776 Gald: 9889
Attack: 456 Defense: 220 Agility: 25
Elemental Defense: Earth (High Nullify), Water (Absorb More), Fire (Somewhat
Weak), Wind (Somewhat Weak)
Elemental Attack: Earth
Dropped Items: Cucumber, Tomato
Location: Euclid Arena (Future)
--#140 Burning Dead------
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HP: 1480 TP: 0 EXP: 44 Gald: 66
Attack: 89 Defense: 43 Agility: 45
Elemental Defense: Water (Somewhat Weak), Fire (May Nullify), Light (Somewhat
Weak), Darkness (Somewhat Strong)
Elemental Attack: Fire
Dropped Items: Orange Gummi
Location: Cave of the Burning Sands (Past), Tower of Flame (Future)
--#141 Harpy--[MISSABLE!]------
HP: 255 TP: 0 EXP: 21 Gald: 27
Attack: 77 Defense: 22 Agility: 70
Elemental Defense: Earth (Somewhat Weak), Wind (May Nullify)
Elemental Attack: Wind
Dropped Items: Orange Gummi, Panacea Bottle
Location: Missable! Lone Valley (Past)
--#142 Bishop-----
HP: 2940 TP: 360 EXP: 264 Gald: 458
Attack: 130 Defense: 80 Agility: 55
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),
Light (May Nullify), Darkness (May Nullify)
Dropped Items: Blue Talisman, Rune Bottle
Stolen Item: Bread
Location: Tower of the Zodiac (Future)
--#143 Bigfoot-----
HP: 36,500 TP: 0 EXP: 4000 Gald: 12,000
Attack: 638 Defense: 222 Agility: 25
Elemental Defense: Water (Very Strong), Fire (Somewhat Weak)
Dropped Items: Ivory
Location: Moria Mine: Dwarven Ruins
--#144 Peep Peep--[MISSABLE!]------
HP: 225 TP: 0 EXP: 20 Gald: 24
Attack: 74 Defense: 20 Agility: 80
```

Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May

Nullify)

```
Elemental Attack: Wind
Dropped Items: Chicken, Egg
Location: Missable! Lone Valley (Past)
--#145 Beast Master------
HP: 24,700 TP: 1000 EXP: 2800 Gald: 6020
Attack: 606 Defense: 213 Agility: 50
Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)
Elemental Attack: Darkness
Dropped Items: ?Bow (), ?Bow (Berserk Arrow)
Location: Moria Mine: Dwarven Ruins (Future)
--#146 Fire Bug-----
HP: 4760 TP: 0 EXP: 100 Gald: 100
Attack: 203 Defense: 130 Agility: 45
Elemental Defense: Water (Somewhat Weak), Fire (May Nullify), Wind (Absorb
Some)
Elemental Attack: Fire
Location: Tower of Flame (Future)
--#147 Pharaoh-----
HP: 25,250 TP: 0 EXP: 3131 Gald: 15,150
Attack: 452 Defense: 212 Agility: 45
Elemental Defense: Fire (Somewhat Weak), Light (Somewhat Weak), Darkness (High
Nullify)
Elemental Attack: Darkness
Dropped Items: Panacea Bottle
Location: Euclid Arena (Future)
--#148 Phantom--[MISSABLE!]--[BOSS!]------
HP: 2640 TP: 150 EXP: 133 Gald: 226
Attack: 105 Defense: 85 Agility: 85
Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness
Dropped Items: Rune Bottle
Location: Missable! Battle in the Sky (Past)
```

--#149 Phoenix-----

HP: 32,500 TP: 0 EXP: 3900 EXP: 3900 Gald: 5800

Attack: 987 Defense: 355 Agility: 90

Elemental Defense: Water (Somewhat Weak), Fire (Absorb More)

Elemental Attack: Fire

Dropped Items: Pineapple Gummi

Location: Moria Mine: Dwarven Ruins

--#150 Fenbeast-----

HP: 30,000 TP: 0 EXP: 2468 Gald: 12,345 Attack: 600 Defense: 256 Agility: 50

Elemental Defense: Earth (May Nullify), Water (Absorb More), Fire (Somewhat Weak), Wind (May Nullify), Light (Somewhat Weak), Darkness (High Nullify)

Location: Mandatory Boss Battle

--#151 Bushwhacker--[MISSABLE!]------

HP: 2220 TP: 0 EXP: 116 Gald: 256 Attack: 130 Defense: 70 Agility: 50

Dropped Items: Bread, Long Selfbow

Location: Missable! Treant Forest (Past)

--#152 Brown Bear--[MISSABLE!]------

HP: 4960 TP: 0 EXP: 116 Gald: 471 Attack: 220 Defense: 77 Agility: 30

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Orange Gummi, Pelt

Location: Missable! Treant Forest (Past)

--#153 Black Slime-----

HP: 3980 TP: 0 EXP: 55 Gald: 97
Attack: 228 Defense: 84 Agility: 20

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat

Weak)

Elemental Attack: Water

Dropped Items: Orange Gummi

Location: Valhalla region World Map (Future)

--#154 Black Dragon-------

HP: 45,500 TP: 0 EXP: 9800 Gald: 12,500 Attack: 999 Defense: 620 Agility: 40

Elemental Defense: Earth (Somewhat Strong), Water (Somewhat Strong), Wind

(Somewhat Strong), Light (Somewhat Weak), Darkness (Very Strong)

Dropped Items: Mixed Gummi

Location: Moria Mine: Dwarven Ruins

--#155 Black Knight-----

HP: 10,050 TP: 0 EXP: 711 Gald: 5300 Attack: 535 Defense: 123 Agility: 70

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: ?Spear (Corcesca), ?Spear (Arc Wind)

Location: Tower of the Zodiac (Future), Cave of Darkness (Future).

--#156 Black Bat--[MISSABLE!]------

HP: 720 TP: 0 EXP: 14 Gald: 23
Attack: 95 Defense: 39 Agility: 90

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Location: Missable! Cave of the Spirits (Past)

--#157 Blood Sucker-----

HP: 1980 TP: 0 EXP: 33 Gald: 33 Attack: 135 Defense: 63 Agility: 20

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Darkness

(Somewhat Strong)

Elemental Attack: Water

Location: Lone Valley (Future), Corroded Grotto (Future)

--#158 Flamberke--[BOSS!]-----

HP: 45,700 TP: 1000 EXP: 6556 Gald: 19,891

Attack: 535 Defense: 202 Agility: 60

Elemental Defense: Water (Somewhat Weak), Fire (Absorb More), Wind (Absorb

Some), Light (Very Strong)
Elemental Attack: Fire

Location: Mandatory Boss Battle

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--#159 Priestess------
HP: 2300 TP: 300 EXP: 109 Gald: 303
Attack: 111 Defense: 70 Agility: 55
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),
Light (May Nullify), Darkness (May Nullify)
Dropped Items: Silver Cloak, Tapestry
Location: Cavern of Ice (Future)
--#160 Blive-----
HP: 2560 TP: 0 EXP: 96 Gald: 196
Attack: 149 Defense: 72 Agility: 45
Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat
Weak), Darkness (Somewhat Strong)
Elemental Attack: Water
Location: Cave of the Spirits (Future)
--#161 Blue Sylph--[BOSS!]------
HP: 300 TP: 4000 EXP: 111 Gald: 222
Attack: 65 Defense: 25 Agility: 80
Elemental Defense: Earth (Somewhat Weak), Wind (Absorb More)
Elemental Attack: Wind
Dropped Items: Rune Bottle
Location: Mandatory Boss Battle, Lone Valley (Past)
--#162 Pluto--[BOSS!]-------
HP: 45,000 TP: 3000 EXP: 9900 Gald: 15,500
Attack: 789 Defense: 363 Agility: 30
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),
Light (May Nullify), Darkness (Absorb More)
Elemental Attack: Darkness
Dropped Items: ?Sword (Doom Blade
--#163 Blue Roper-----
HP: 5150 TP: 0 EXP: 211 Gald: 619
Attack: 234 Defense: 100 Agility: 25
Elemental Defense: Fire (Somewhat Weak)
```

Location: Midgard region World Map (Future)

--#164 Flame Jii-------Hp: 5670 TP: 650 EXP: 234 Gald: 456 Attack: 151 Defense: 98 Agility: 60 Elemental Defense: Water (Somewhat Weak), Fire (May Nullify), Wind (Absorb Elemental Attack: Fire Dropped Items: Fire Charm Location: Cave of the Burning Sands (Future) --#165 Flame Sword--[BOSS!]------HP: 15,200 TP: 350 EXP: 333 Gald: 3333 Attack: 564 Defense: 202 Agility: 300 Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (Absorb More), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify) Elemental Attack: Fire Location: Miniboss Battle, Tower of Flame (Future) --#166 Predator-----HP: 1830 TP: 0 EXP: 21 Gald: 43 Attack: 128 Defense: 70 Agility: 110 Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May Nullify) Elemental Attack: Wind Dropped Items: Chicken, Egg --#167 Frost King------HP: 7530 TP: 0 EXP: 196 Gald: 358 Attack: 488 Defense: 90 Agility: 45 Elemental Defense: Earth (May Nullify), Water (Absorb Some), Fire (Very Weak), Wind (Somewhat Weak) Elemental Attack: Earth Dropped Items; Ice Charm Location: Freezekiel region World Map (Future), Cavern of Ice (Future) --#168 Frost Bunny------

HP: 2880 TP: 0 EXP: 99 Gald: 120 Attack: 161 Defense: 85 Agility: 70

Elemental Defense: Fire (Very Weak) Dropped Items: Pelt Location: Freezekiel region World Map (Future) --#169 Prophet-----HP: 5270 TP: 580 EXP: 484 Gald: 998 Attack: 194 Defense: 120 Agility: 55 Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify) Dropped Items: Rune Bottle, Protect Ring Stolen Item: Mercury Location: Dhaos's Castle (Future) --#170 Voodoo Priest------HP: 6850 TP: 600 EXP: 617 Gald: 1770 Attack: 217 Defense: 130 Agility: 55 Elemental Defense: Darkness (May Nullify) Dropped Items: Rune Bottle, Dark Seal Stolen Item: Bread Location: Dhaos's Castle (Future) --#171 Belladonna-----HP: 1920 TP: 0 EXP: 101 Gald: 196 Attack: 110 Defense: 44 Agility: 30 Elemental Defense: Earth (May Nullify), Water (Absorb Some), Fire (Somewhat Weak), Wind (Very Weak) Elemental Attack: Earth Dropped Items: Cabbage, Cordyceps Location: Moria Mine (Past OR Future) --#172 Hellcat-----HP: 2600 TP: 400 EXP: 127 Gald: 346 Attack: 122 Defense: 75 Agility: 55 Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Straw Hat, Tapestry

```
Location: Tower of Flame (Future)
--#173 Hellhound------
HP: 4680 TP: 0 EXP: 89 Gald: 178
Attack: 210 Defense: 88 Agility: 80
Elemental Defense: Fire (Somewhat Weak), Fire (Somewhat Weak), Darkness (High
Nullify)
Elemental Attack: Darkness
Location: Early region World Map (Future)
--#174 Hellmaster-----
HP: 2640 TP: 2500 EXP: 202 Gald: 1010
Attack: 122 Defense: 59 Agility: 50
Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness
Dropped Items: Holy Bottle
Location: Lone Valley, Miasma-filled rooms (Past), Moria Mine 9F (Past OR
Future)
--#175 Boar--[MISSABLE!]------
HP: 175 TP: 0 EXP: 45 Gald: 80
Attack: 35 Defense: 9 Agility: 40
Elemental Defense: Fire (Somewhat Weak)
Dropped Items: Pork
Location: Missable! Forced Encounter, Forest of the Spirits (Present), Forest
of the Spirits (Past)
--#176 Boar Child--[MISSABLE!]------
HP: 40 TP: 0 EXP: 5 Gald: 8
Attack: 15 Defense: 8 Agility: 50
Elemental Defense: Fire (Very Weak)
Dropped Items: Pork, Pelt
Location: Missable! Forced Encounter, Forest of the Spirits (Present), Forest
of the Spirits (Past)
--#177 Boar Boar-----
HP: 20,150 TP: 0 EXP: 101 Gald: 343
```

Attack: 488 Defense: 111 Agility: 45

```
Elemental Defense: Fire (Somewhat Weak)
Dropped Items: Pork
Location: Euclid Arena (Future), Moria Mine: Dwarven Ruins (Future)
--#178 Poison Toad------
HP: 1720 TP: 0 EXP: 53 Gald: 114
Attack: 145 Defense: 65 Agility: 45
Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat
Weak), Darkness (Somewhat Strong)
Elemental Attack: Water
Location: Volt's Cave (Future)
--#179 Boggart-----
HP: 3700 TP: 0 EXP: 103 Gald: 309
Attack: 170 Defense: 85 Agility: 45
Elemental Defense: Fire (Somewhat Weak), Light (Somewhat Weak), Darkness (May
Nullify)
Dropped Items: Cheese, Spectacles
Location: Early region World Map (Future)
--#180 White Bear--[MISSABLE!]------
HP: 5340 TP: 0 EXP: 237 Gald: 501
Attack: 230 Defense: 83 Agility: 35
Elemental Defense: Fire (Somewhat Weak)
Dropped Items: Flare Bottle
Location: Missable! Valhalla/Dhaos's Castle region World Map (Past)
--#181 Boggle--[MISSABLE!]-------
HP: 200 TP: 0 EXP: 13 Gald: 18
Attack: 70 Defense: 19 Agility: 30
Elemental Defense: Fire (Somewhat Weak)
Dropped Items: Spectacles, Bread
Location: Missable! World Map (Past)
--#182 Hornet--[MISSABLE!]------
```

HP: 150 TP: 0 EXP: 6 Gald: 5

```
Attack: 55 Defense: 17 Agility: 110
Elemental Defense: Fire (Somewhat Weak)
Location: Missable! Euclid region World Map (Past), Forest of the Spirits
(Past)
--#183 Polar Bear-----
HP: 6930 TP: 0 EXP: 261 Gald: 663
Attack: 360 Defense: 94 Agility: 40
Elemental Defense: Fire (Somewhat Weak)
Dropped Items: Pelt
Location: Freezekiel region World Map (Future), Valhalla region World Map
(Future)
--#184 Bone Knight--[MISSABLE!]------
HP: 480 TP: 0 EXP: 24 Gald: 36
Attack: 79 Defense: 23 Agility: 40
Elemental Defense: Light (Very Weak), Darkness (May Nullify)
Elemental Attack: Darkness
Location: Missable! Demeter's Mansion (Past)
--#185 Mighty Oak-----
HP: 5200 TP: 0 EXP: 567 Gald: 1230
Attack: 235 Defense: 80 Agility: 15
Elemental Defense: Earth (May Nullify), Water (Absorb Some), Fire (Very Weak),
Wind (Somewhat Weak)
Elemental Attack: Earth
Dropped Items: Apple, Grapes
Location: Ymir/Treant Forest (Past), Euclid Arena (Future)
--#186 Maxwell--[BOSS!]-----
HP: 7500 TP: 400 EXP: 3333 Gald: 22,222
Attack: 250 Defense: 100 Agility: 10
Elemental Defense: Non-Elemental (Absorb More), Earth (May Nullify), Water
(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),
Light (May Nullify), Darkness (May Nullify)
Dropped Items: Heavy Stone
```

Location: Mandatory Boss Battle

--#187 Mummy--[MISSABLE!]-------HP: 350 TP: 0 EXP: 44 Gald: 99 Attack: 90 Defense: 18 Agility: 45 Elemental Defense: Fire (Somewhat Weak), Light (Very Weak), Darkness (May Nullify) Elemental Attack: Darkness Dropped Items: Panacea Bottle, Life Bottle Location: Missable! Underground Crypt (Past) --#188 Manta-----HP: 39,500 TP: 0 EXP: 3200 Gald: 5400 Attack: 842 Defense: 321 Agility: 85 Elemental Defnese: Water (Absorb More), Fire (Somewhat Weak) Elemental Attack: Water Dropped Items: Sardine, Shrimp Stolen Item: Tuna Location: Moria Mine: Dwarven Ruins (Future) --#189 Manticore-----HP: 38,500 TP: 0 EXP: 10,000 Gald: 5250 Attack: 876 Defense: 333 Agility: 60 Elemental Defense: Fire (Somewhat Weak), Darkness (Very Strong) Dropped Items: Lemon Gummi Location: Moria Mine: Dwarven Ruins 21F (Future) --#190 Mandrake-----HP: 10,200 TP: 0 EXP: 1212 Gald: 999 Attack: 322 Defense: 148 Agility: 45 Elemental Defense: Earth (High Nullify), Water (Absorb More), Fire (Somewhat Weak), Wind (Somewhat Weak) Elemental Attack: Earth Dropped Items: Paralysis Charm, Stone Charm Location: Euclid Arena (Future) --#191 Merman-----HP: 5550 TP: 0 EXP: 264 Gald: 2106 Attack: 250 Defense: 100 Agility: 50

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak)

Elemental Attack: Water Dropped Items: Sardine, Tuna Stolen Item: Coral Location: Thor (Past OR Future) --#192 Mythril Golem-----HP: 12,700 TP: 0 EXP: 1010 Gald: 3640 Attack: 464 Defense: 130 Agility: 20 Elemental Defense: Earth (May Nullify), Wind (Somewhat Weak), Thunder (Somewhat Strong), Light (May Nullify) Elemental Attack: Earth Dropped Items: Mythril Gloves, Mythril Plate Stolen Item: Marble Location: Tower of the Zodiac (Future) --#193 Mayer--[BOSS!]------HP: 9000 TP: 0 EXP: 450 Gald: 4040 Attack: 150 Defense: 55 Agility: 55 Dropped Items: ?Sword (Fame Face) Location: Mandatory Boss Battle --#194 Medium--[MISSABLE!]------HP: 1850 TP: 250 EXP: 73 Gald: 206 Attack: 86 Defense: 58 Agility: 45 Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify) Dropped Items: Bread, Resist Ring Location: Missable! Tower of the Zodiac (Past) --#195 Monk Soldier--[MISSABLE!]------HP: 2550 TP: 280 EXP: 102 Gald: 257

Attack: 120 Defense: 70 Agility: 50

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Bread, Protect Ring

Location: Missable! Dhaos's Castle (Past)

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--#196 Lycurgus-----
HP: 26,900 TP: 1500 EXP: 4649 Gald: 9870
Attack: 571 Defense: 238 Agility: 55
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),
Light (May Nullify), Darkness (High Nullify)
Elemental Attack: Darkness
Dropped Items: Poison Charm, Stone Charm
Location: Cave of Darkness (Future)
--#197 Lizard--[MISSABLE!]------
HP: 4440 TP: 0 EXP: 126 Gald: 177
Attack: 125 Defense: 90 Agility: 40
Elemental Defense: Fire (Somewhat Weak)
Dropped Items: Panacea Bottle
Location: Missable! Ymir Forest (Past)
--#198 Lizardfly--[MISSABLE!]------
HP: 150 TP: 0 EXP: 9 Gald: 11
Attack: 42 Defense: 14 Agility: 65
Elemental Defense: Fire (Somewhat Strong), Wind (Somewhat Strong)
Dropped Items: Spectacles
Location: Missable! Underground Crypt (Present)
--#199 Lizardman--[MISSABLE!]------
HP: 320 TP: 0 EXP: 22 Gald: 44
Attack: 80 Defense: 25 Agility: 35
Elemental Defense: Water (Somewhat Strong), Fire (Somewhat Strong), Thunder
(Somewhat Weak), Darkness (Somewhat Strong)
Dropped Items: Spectacles
Location: Missable! Lone Valley (Past)
--#200 Lich--[MISSABLE!]------
HP: 14,310 TP: 450 EXP: 525 Gald: 2730
Attack: 270 Defense: 90 Agility: 55
Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
```

Elemental Attack: Darkness

```
Dropped Items: Panacea Bottle
Location: Missable! Dhaos's Castle (Past)
--#201 Living Sword------
HP: 4400 TP: 0 EXP: 111 Gald: 1111
Attack: 300 Defense: 160 Agility: 200
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),
Light (May Nullify), Darkness (May Nullify)
Location: Thor (Past OR Future)
--#202 Living Dead--[MISSABLE!]------
HP: 280 TP: 0 EXP: 17 Gald: 29
Attack: 76 Defense: 22 Agility: 50
Elemental Defense: Light (Very Weak), Darkness (May Nullify)
Elemental Attack: Darkness
Dropped Items: Life Bottle, Liqueur Bottle
Location: Missable! Lone Valley (Past)
--#203 Lilith--[BOSS!]------
HP: 40,000 TP: 1000 EXP: 1 Gald: 100
Attack: 400 Defense: 700 Agility: 130
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
(May Nullify), Fire (High Nullify), Wind (May Nullify), Thunder (Absorb More),
Light (May Nullify), Darkness (High Nullify)
Dropped Items: Black Onyx
Location: Optional Boss Battle, Euclid Arena (Future)
--#204 Wraith--[MISSABLE!]------
HP: 440 TP: 60 EXP: 45 Gald: 123
Attack: 77 Defense: 24 Agility: 65
Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness
Dropped Items: Rune Bottle
Location: Missable! Demeter's Mansion (Past)
--#205 Lesser Demon--[RARE!]------
```

HP: 6780 TP: 300 EXP: 909 Gald: 6850 Attack: 401 Defense: 115 Agility: 50

Elemental Defense: Light (Somewhat Weak), Darkness (Absorb More)

Elemental Attack: Darkness

Dropped Items: Dark Bottle

Location: Very rare encounter, Cavern of Ice (Future)

--#206 Red Sylph--[BOSS!]-----

HP: 350 TP: 6000 EXP: 222 Gald: 555 Attack: 67 Defense: 23 Agility: 80

Elemental Defense: Earth (Somewhat Weak), Wind (Absorb More)

Elemental Attack: Wind

Dropped Items: Rune Bottle

Location: Mandatory Boss Battle

--#207 Red Pudding--[MISSABLE!]------

HP; 2020 TP: 0 EXP: 31 Gald: 43
Attack: 130 Defense: 72 Agility: 15

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat

Weak)

Elemental Attack: Water

Dropped Items: Mixed Gummi

Location: Missable! Valhalla/Dhaos's Castle region World Map (Past)

--#208 Red Roper--[MISSABLE!]------

HP: 2590 TP: 0 EXP: 78 Gald: 166 Attack: 120 Defense: 78 Agility: 20

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Poison Check

Location: Missable! Midgard region World Map (Past)

--#209 Ranger-----

HP: 2550 TP: 0 EXP: 261 Gald: 440 Attack: 170 Defense: 83 Agility: 55

Dropped Items: ?Bow (Long Selfbow), ?Bow (Sand Spread)

Location: Treant Forest (Future)

```
HP: 40,500 TP: 0 EXP: 6600 Gald: 7700
Attack: 765 Defense: 245 Agility: 80
Elemental Defense: Fire (Somewhat Weak)
Dropped Items: Mixed Gummi
Stolen Item: Pelt
Location: Moria Mine: Dwarven Ruins 21F (Future)
--#211 Wyvern--[BOSS!]------
HP: 41,000 TP: 0 EXP: 10,000 Gald: 10,000
Attack: 989 Defense: 580 Agility: 60
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
(May Nullify), Fire (High Nullify), Wind (Absorb More), Thunder (Absorb More),
Light (May Nullify), Darkness (High Nullify)
Elemental Attack: Wind
Location: Optional Boss Battle, Moria Mine: Dwarven Ruins (Future)
--#212 Wight-----
HP: 3110 TP: 0 EXP: 293 Gald: 990
Attack: 162 Defense: 75 Agility: 65
Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness
Dropped Items: Dark Bottle
Location: Lone Valley (Future)
--#213 Were-Vulture--[MISSABLE!]--[BOSS!]------
HP: 1900 TP: 0 EXP: 38 Gald: 64
Attack: 103 Defense: 64 Agility: 95
Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May
Nullify)
Elemental Attack: Wind
Dropped Items: Chicken, Egg
Location: Missable! Battle in the Sky (Past)
--#214 AC Roper-----
HP: 4680 TP: 0 EXP: 197 Gald: 538
Attack: 167 Defense: 90 Agility: 25
```

Elemental Defense: Fire (Somewhat Weak)

```
Dropped Items: Poison Check
Location: Cave of the Spirits (Future)
--#215 Giant Squid-----
HP: 10,250 TP: 0 EXP: 626 Gald: 2460
Attack: 350 Defense: 100 Agility: 40
Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat
Elemental Attack: Water
Dropped Items: Squid, Octopus
Location: Corroded Grotto (Future)
--#216 Giant Scorpion--[MISSABLE!]------
HP: 640 TP: 0 EXP: 13 Gald: 16
Attack: 82 Defense: 36 Agility: 45
Elemental Defense: Water (Somewhat Weak), Fire (Somewhat Strong)
Location: Missable! Freyland region World Map (Past)
--#217 Giant Slug--[MISSABLE!]------
HP: 75 TP: 0 EXP: 5 Gald: 5
Attack: 35 Defense: 10 Agility: 10
Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat
Weak), Darkness (Somewhat Strong)
Elemental Attack: Water
Location: Missable! Euclid Sewers, Underground Crypt cave area (Present)
--#218 Giant Toad--[MISSABLE!]------
HP: 980 TP: 0 EXP: 24 Gald: 35
Attack: 90 Defense: 38 Agility: 40
Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat
Weak), Darkness (Somewhat Strong)
Elemental Attack: Water
Location: Missable! Cave of the Spirits (Past)
--#219 Giant Bat--[MISSABLE!]------
HP: 60 TP: 0 EXP: 4 Gald: 12
Attack: 33 Defense: 8 Agility: 80
Elemental Defense: Light (Very Weak), Darkness (High Nullify)
```

Elemental Attack: Darkness

```
Location: Missable! Euclid Sewers, Underground Crypt cave area (Present)
--#220 Giant Bee--[MISSABLE!]------
HP: 25 TP: 0 EXP: 2 Gald: 3
Attack: 15 Defense: 7 Agility: 100
Elemental Defense: Fire (Very Weak)
Location: Missable! World Map (Present), Forest of the Spirits (Past)
--#221 Giant Frog--[MISSABLE!]------
HP; 120 TP: 0 EXP: 7 Gald: 15
Attack: 30 Defense: 8 Agility: 30
Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat
Weak), Darkness (Somewhat Strong)
Elemental Attack: Water
Location: Missable! Underground Crypt, cave area (Present)
--#222 Giant Mayfly------
HP: 2570 TP: 0 EXP: 75 Gald: 102
Attack: 178 Defense: 75 Agility: 85
Elemental Defense: Fire (Somewhat Weak), Wind (Somewhat Strong)
Location: Ymir Forest (Future), Treant Forest (Future)
--#223 Giant Lizard------
HP: 6660 TP: 0 EXP: 202 Gald: 416
Attack: 344 Defense: 135 Agility: 45
Elemental Defense: Fire (Somewhat Weak)
Dropped Items: Panacea Bottle
Stolen Item: Egg
Location: Ymir Forest (Future)
--#224 Giant Leech--[MISSABLE!]------
HP: 175 TP: 0 EXP: 9 Gald: 9
Attack: 65 Defense: 20 Agility: 15
Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat
Weak), Darkness (Somewhat Strong)
Elemental Attack: Water
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Location: Missable! Lone Valley (Past)

--#225 Giant Wasp--[MISSABLE!]------HP: 650 TP: 0 EXP: 9 Gald: 12 Attack: 100 Defense: 55 Agility: 120 Elemental Defense: Fire (Somewhat Weak) Location: Missable! Ymir region World Map (Past), Ymir Forest (Past) --#226 DARKEYE?--[BOSS!]------HP: 56,000 TP: 300 EXP: 5100 Gald: 12,345 Attack: 550 Defense: 180 Agility: 90 Elemental Defense: (High Nullify), Earth (High Nullify), Water (High Nullify), Fire (High Nullify), Wind (High Nullify), Thunder (High Nullify), Ligh (Somewhat Weak), Darkness (Absorb Some) Elemental Attack: Darkness Location: Forced Encounter, Dhaos's Castle (Future) Note: The game says he nullifies Darkness, but he actually absorbs it. --#227 ROAMEYE?------HP: 18,600 TP: 0 EXP: 4790 Gald: 7700 Attack: 450 Defense: 165 Agility: 90 Elemental Defense: Elemental Defense: (High Nullify), Earth (High Nullify), Water (High Nullify), Fire (High Nullify), Wind (High Nullify), Thunder (High Nullify), Ligh (Somewhat Weak), Darkness (Absorb Some) Elemental Attack: Darkness Dropped Items: Derris Emblem Location: Dhaos's Castle 2F+ (Future) --#228 SEALEYE?--[BOSS!]-------HP: 62,000 TP: 350 EXP: 6200 Gald: 10,000 Attack: 600 Defense: 185 Agility: 90 Elemental Defense: Elemental Defense: (High Nullify), Earth (High Nullify), Water (High Nullify), Fire (High Nullify), Wind (High Nullify), Thunder (High Nullify), Ligh (Somewhat Weak), Darkness (Absorb Some) Elemental Attack: Darkness Location: Forced Encounter, Dhaos's Castle (Future) --#229 10000R-----HP: 10,000 TP: 0 EXP: 100 Gald: 1000 Attack: 250 Defense: 150 Agility: 30

Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)

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Location: Thor (Future)
--#230 2SH-----
HP: 12,600 TP: 0 EXP: 55 Gald: 550
Attack: 240 Defense: 150 Agility: 25
Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)
Location: Thor (Past OR Future)
--#231 3000R-----
HP: 3000 TP: 0 EXP: 30 Gald: 300
Attack: 200 Defense: 120 Agility: 20
Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)
Location: Thor (Past OR Future)
--#232 3SH-----
HP: 15,600 TP: 0 EXP: 88 Gald: 880
Attack: 270 Defense: 180 Agility: 30
Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)
Location: Thor (Future)
--#233 4400R-----
HP: 4400 TP: 0 EXP: 44 Gald: 44
Attack: 230 Defense: 130 Agility: 25
Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)
Location: Thor (Past OR Future)
--Dhaos (1st Encounter) -- [BOSS!] ------
HP: 30,000 TP: 5000 EXP: 2222 Gald: 9999
Attack: 270 Defense: 130 Agility: 10
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May
Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light
(May Nullify), Darkness (May Nullify)
Dropped Items: Emerald Ring
Location: Mandatory Boss Battle
--Dhaos (2nd Encounter) -- [BOSS!] -----
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HP: 45,000 TP: 5000 EXP: 5555 Gald: 25,552

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Attack: 330 Defense: 130 Agility: 10
Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May
Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light
(May Nullify), Darkness (May Nullify)
Location: Mandatory Boss Battle
--Dhaos (Final Boss 1st Form)--[BOSS!]-----
HP: 70,000 TP: 1000 EXP: 10,000 Gald: 32,000
Attack: 530 Defense: 200 Agility: 10
Location: Mandatory Boss Battle
--Feather Dhaos (Final Boss 2nd Form) -- [BOSS!] ------
HP: 130,000 TP: 10,000 EXP: 10,000 Gald: 35,000
Attack: 700 Defense: 600 Agility: 10
Elemental Defense: Non-Elemental (Somewhat Strong), Earth (Somewhat Strong),
Water (Somewhat Strong), Fire (Somewhat Strong), Wind (Somewhat Strong),
Thunder (Somewhat Strong), Light (Somewhat Strong), Darkness (Somewhat Strong)
Location: Mandatory Boss Battle
--Dhaos (Final Boss Final Form) -- [BOSS!] ------
HP: 16,000 TP: 10,000 EXP: 0 Gald: 0
Attack: 500 Defense: 800 Agility: 10
Elemental Defense: Non-Elemental (Somewhat Strong), Earth (Somewhat Strong),
Water (Somewhat Strong), Fire (Somewhat Strong), Wind (Somewhat Strong),
Thunder (Somewhat Strong), Light (Somewhat Strong), Darkness (Somewhat Strong)
Location: Mandatory Boss Battle
x Abilities.....[TOPL_ABIL] x
A list of all the battle abilities characters can learn throughout the game,
how to obtain them, and other info.
Layout:
--Romanized name/Translated name-----
In-game description.
Obtain: How to obtain.
Note: TP cost, combo rank (for Cless, Suzu, and Chester), elemental property,
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my other personal notes on the skill if any.

Combo Command: The button command needed to use the skill with the Combo Command accessory equipped (Cless, Chester, and Suzu's skills only). "Forward" and "Back" refer to the direction the character is facing, but the in-game list assumes you're facing right.

Cless has two main types of skills. The first are base abilities, simple skills he gains from leveling or story events, listed in a white font. The second are Ogis, combinations of two base abilities, listed in a green font. In order to use Ogis, Cless must first find the Ogi text (usually from NPCs hidden throughout the world) and use the two requisite skills 100 times. For example, to use Demonic Kick, you'd have to use Demonic Blade and Swallow Kick 100 times each.

Cless can link his base abilities into Ougis for larger combos. However, it isn't always so simple. To figure out what skills can link into eachother, look at the "Combo rank" in the notes to see what can combo to and from that skill. A skill with a lower combo rank can link to any skill with a higher combo rank, with some exceptions. A skill with a higher combo rank can never link into a skill with a lower one though (for example, you couldn't link Rending Void immediately after Dimensional Divide. Even though one of them is an Ougi, they both have the same rank). And some skills just can't link into any other skills at all (Divine Seal, Crimson Blade, Concentrate, Focus, Meditate).

Basically, it goes something like this:

Normal attack -> Combo rank 1 (most base abilities) -> Combo rank 2 (some base abilities, space-time skills, Ougis) -> Combo rank 3 (hidden skills)

--Majinken/Demonic Blade-----

Launch a projectile wave of pressure from your weapon.

Obtain: Level 2.

Note: Costs 2 TP. Damage based on Slash stat. Combo rank 1. Cless's most basic skill; has an incredibly long range.

Combo Command: Down, Down-Forward, Forward + X.

--Hienrenkyaku/Swallow Kick-----

Swiftly combine two kicks and a thrust.

Obtain: Level 5.

Note: Costs 4 TP. Damage based on Thrust stat. Combo rank 1. The first hit can lift the enemy into the air if they are light enough.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + X.

--Shusoraizan/Thunder Claw------

Strike an enemy with a thunderbolt then bring down your weapon on your foe.

Obtain: Level 9.

Note: Costs 8 TP. Damage based on Slash stat. The thunderbolt deals Thunderelemental damage. Combo Rank 1. One of Cless's best skills, the thunderbolt can track the enemy some distance in front of Cless and immediately interrupts them on hit, even if it causes no damage.

Command: Up, Up-Forward, Forward, Down-Forward, Down + X.

--Akisazame/Autumn Sandstorm------

Assault an enemy with unrelenting thrusts.

Obtain: Level 12.

Note: Costs 12 TP. Damage based on Thrust stat. Combo rank 1. The final hit launches the enemy into the air if they are light enough. Combining it with Arche's Ice Needle or Stone Blast, or Chester's Hurricane can create very large combos.

Command: Forward, Back, Forward + X.

--Kogahazan/Tiger Fang------

Combine two slash attacks, clamping down on the enemy with the fangs of a tiger.

Obtain: Level 15.

Note: Costs 7 TP. Damage based on Slash stat. Combo rank 1. Links into any other higher skill. Another good combo starter since it links well into most Ougis. Great to interrupt enemies that jump or charge towards you.

Combo Command: Forward, Down, Down-Forward + X.

--Jushorai/Concentrate-----

Focus your mind to temporarily boost accuracy.

Obtain: Level 20.

Note: Costs 6 TP. Combo rank 2; but cannot link into any further skills. Boosts Accuracy stat for about 20 seconds during battle [exact boost uncertain].

Combo Command: Up, Down + Square.

--Ho'otenku/Rising Phoenix------

Engulfed in the flames of the phoenix, take flight and descend upon your enemies.

Obtain: Level 23.

Note: Costs 8 TP. All hits deal Fire-elemental damage. Combo rank 1. If Cless is close enough to the enemy and they are light enough, he will carry the enemy with him during the attack.

Combo Command: Up, Up-Forward, Forward + X.

--Shugohouin/Divine Seal-----

Thrust your weapon into the ground, holding enemies at bay with a circle of holy light.

Obtain: Level 27.

Note: Costs 20 TP. All hits deal Light-elemental damage. Combo rank 1; but cannot link into any further skills. Pushes enemy back, and can deal insane damage if an enemy is up against the wall.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward, Down-Forward, Down+ Circle.

--Shinkuhazan/Vacuum Slash------

Execute a broad slash with a blade of air plessure.

Obtain: Level 31.

Note: Costs 12 TP. Damage based on Slash stat. Combo rank 1. Slow start up, but has a very far range.

Combo Command: Forward, Down-Forward, Down, Back-Down, Back, Forward + Circle.

--Shukiho/Meditate------

Draw in energy from the surrounding atmosphere to restore HP.

Obtain: Level 34.

Note: Costs 10 TP. Restores about 40% HP for Cless. Combo rank 2; but cannot link into any further skills. Very slow start up, may want to combo from a skill that pushes the enemy back before using it.

Combo Command: Down, Down, Down + Square.

--Shishisenko/Roaring Lion-----

Blow the enemy away with the force of your fighting spirit.

Obtain: Level 37.

Note: Costs 12 TP. Damage based on Thrust stat. Combo rank 1. Pushes enemy back, has a fair range and can hit enemies close behind the target.

Combo Command: Forward, Back, Down-Back, Down, Down-Forward, Forward + X.

--Goshorai/Focus------

Focus your mind to temporarily boost attack power.

Obtain: Level 41.

Note: Costs 16 TP. Boosts Attack by 30% for about 20 seconds; same effect as Flare Bottle or Sharpness, doesn't seem to stack with them. Part of the animation can damage and push back enemies; deals Fire-elemental damage. Combo rank 2; but cannot link into any further skills.

Combo Command: Down, Up + Square.

--Senkuretsuha/Shining Strike-----

Knock the enemy upward with a powerful blow and finish with a rotating thrust.

Obtain: Level 45.

Note: Costs 10 TP. Damage based on Thrust stat. All hits deal Light-elemental damage. Combo rank 1.

Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + X.

--Gurenken/Crimson Blade-----

Bathe your weapon in holy fire and send it crashing into the enemy.

Obtain: Level 50.

Note: Costs 10 TP. Damage based on Slash stat. All hits deal Fire-elemental damage. Combo rank 1; but cannot link into any further skills.

Combo Command: Up, Forward-Up, Forward, Down-Forward, Down + Circle.

--Kokusohazan/Rending Void------

A space-time ability that rends the enemy with the power of your fighting spirit.

Obtain: Mandatory story event.

Note: Costs 28 TP. Actual attack's damage based on Slash stat. The light that surrounds Cless at the beginning of the attack deals Light-elemental damage. Combo rank 2.

Combo Command: Down, Down-Forward, Forward, Down, Down-Forward, Forward + X.

--Kukanshoten'i/Teleport-----

A space-time ability that uses teleportation to strike the enemy without warning.

Obtain: Mandatory story event.

Note: Costs 30 TP. Actual attack's damage based on Slash and Thrust stats. The light that surrounds Cless at the beginning of the attack deals Light-elemental

damage. Combo rank 2.

Combo Command: Down, Down-Forward, Forward, Up-Forward, Up + X.

--Jigenzan/Dimensional Divide-----

A space-time ability that engulfs the enemy in a temporal distortion.

Obtain: Mandatory story event.

Note: Costs 35 TP. Damage based on Slash stat. Combo rank 2. Very fast, very long range; excellent skill.

Combo Command: Down, Down-Back, Back, Down-Back, Down, Down-Forward, Forward + X.

--Satsugeki Bukouken/Wild Blade Dance-----

Chain a number of attacks into an extraordinary combination.

Obtain: Have the S.D. sword equipped and level up to 100 or above.

Note: Costs 50 TP. Damage based on Slash stat. Combo rank 3. The full combo can only beunleashed with the S.D. sword equipped, but you can still use some of it evenwithout it. Requires a special button command in order to actually use the combo, apparently it's "Circle, X, Up + Circle, Down + X, Up + Square, Circle, Circle, Down + Square" but I just mash up and down and press Square, Circle, and X in rotation and it always works.

Combo Command: Down, Down-Back, Back, Down-Back, Down, Down-Forward, Forward + Square.

--Ogi: Majin Hienkyaku/Demonic Kick-----

An advanced ability that combines Demonic Blade and Swallow Kick.

Obtain: Mandatory Story event.

Note: Costs 10 TP. Combo rank 2.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + Square.

--Ogi: Majin Sohazan/Demonic Fangs-----

An advanced ability that combines Demonic Blade and Tiger Fang.

Obtain: Talk to shopkeeper behind counter at Belladam equipment shop (Past) OR examine dresser in upper-left corner of western house in Miguel (Future).

Note: Costs 15 TP. Combo rank 2. One of Cless's best Ogis; can be obtained very early and useful up until the end of the game. The Tiger Fang portion of the Ougi hits four times and can lift enemies into the air if they are light enough.

Combo Command: Forward, Down, Down-Forward + Square.

--Ogi: Majin Senretsuha/Demonic Storm-----

An advanced ability that combines Demonic Blade and Autumn Sandstorm.

Obtain: Buy from drunken Solder in Alvanista Adventurer's Guild for 6000 Gald (Past OR Future).

Note: Costs 18 TP. Combo rank 2. Good for keeping clusters of enemies interrupted when combined with other base abilities.

Combo Command: Forward, Back, Forward + Square.

--Ogi: Majin Senkuha/Demonic Strike-----

An advanced ability that combines Demonic Blade and Shining Strike.

Obtain: Talk to traveler in tent soutwest of the Tower of the Zodiac (Past OR Future).

Note: Costs 16 TP. Combo rank 2.

Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + Square.

--Ogi: Shishi Hienkyaku/Roaring Kick-----

An advanced ability that combines Roaring Lion and Demonic Blade.

Obtain: Buy from traveler in tent southwest of Moria Mine for 12,000 Gald (Past OR Future).

Note: Costs 15 TP. Combo rank 2. Rather useful for pushing back or stalling enemies when it's the only Roaring Lion Ougi available.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + X and Square.

--Ogi: Shishi Kohazan/Roaring Fang-----

An advanced ability that combines Roaring Lion and Tiger Fang.

Obtain: Clear the Euclid arena for the first time (Future).

Note: Costs 20 TP. Combo rank 2. Very useful for interruption/push back.

Combo Command: Forward, Down, Down-Forward + X and Square.

--Ogi: Shishi Senretsuha/Roaring Storm-----

An advanced ability that combines Roaring Lion and Autumn Sandstorm.

Obtain: Moria Mine: Dwarven Ruins 21F treasure room (Future).

Note: Costs 28 TP. Combo rank 2. Pretty much the ultimate interruption/push back/stunlocking skill, great for mashing enemies into the corner.

Combo Command: Forward, Back, Forward + X and Square. --Ogi: Shishi Senkuha/Roaring Strike----= An advanced ability that combines Roaring Lion and Shining Strike. Obtain: Buy from soldier in leftmost room of Freezekiel inn for 30,000 Gald (Future). Note: Costs 20 TP. Combo rank 2. Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + X and Square. --Oqi: Shusou Hienkyaku/Claw Kick-----An advanced ability that combines Thunder Claw and Swallow Kick. Obtain: Buy from man in Midgard alleyway for 18,000 Gald (Past) OR in Alvanista Castle for 18,000 Gald (Future). Note: Costs 15 TP. Combo rank 2. Combo Command: Back, Down-Back, Down, Down-Forward, Forward + Circle and X. --Ogi: Shusou Raizanha/Claw Slash-----An advanced ability that combines Thunder Claw and Tiger Fang. Obtain: Optional story event in Ninja Village when Suzu joins the party (Future). Note: Costs 18 TP. Combo rank 2. The Tiger Fang portion of the Ougi hits four times and can lift enemies into the air if they are light enough. Combo Command: Forward, Down, Down-Forward + Circle and X. --Ogi: Shuso Senretsuha/Claw Storm-----An advanced ability that combines Thunder Claw and Autumn Sandstorm. Obtain: Buy from Female Soldier in Venezia armor shop for 3000 Gald (Past OR Future). Note: Costs 22 TP. Combo rank 2. Good for interrupting/stalling clusters of Combo Command: Forward, Back, Forward + Circle and X. --Ogi: Shuso Senkuuha/Claw Strike-----

An advanced ability that combines Thunder Claw and Shining Strike.

Obtain: Buy from soldier in Valhalla Plains after the war for 50,000 Gald (Past OR Future).

Note: Costs 19 TP. Combo rank 2.

Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + Circle and Square.

--Ogi: Ho'o Tenshokyaku/Phoenix Kick-----

An advanced ability that combines Rising Phoenix and Swallow Kick.

Obtain: Buy from instructor in Miguel school of swordsmanship for 20,000 Gald (Future).

Note: Costs 14 TP. Combo rank 2.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + Circle and Square.

--Ogi: Ho'o Shohazan/Phoenix Talons-----

An advanced ability that combines Rising Phoenix and Tiger Fang.

Obtain: Buy from swordsman in oasis southeast of Olive Village for 20,000 Gald (Future).

Note: Costs 17 TP. Combo rank 2. The Tiger Fang portion of the Ougi hits four times and can lift enemies into the air if they are light enough.

Combo Command: Forward, Down, Down-Forward + Circle and Square.

--Ogi: Ho'o Senretsuha/Phoenix Storm-----

An advanced ability that combines Rising Phoenix and Autumn Sandstorm.

Obtain: Talk to traveler in tent southwest of Edward's Mansion (Past OR Future).

Note: Costs 21 TP. Combo rank 2. Good for interrupting/stalling flying enemies.

Combo Command: Forward, Back, Forward + Circle and Square.

--Ogi: Ho'o Tenkuha/Phoenix Strike-----

An advanced ability that combines Rising Phoenix and Shining Strike.

Obtain: Buy from swordsman in Early coffee shop for 50,000 Gald.

Note: Costs 18 TP. Combo rank 2.

Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + Circle and Square.

--Ogi: Jiku Sohazan/Dimensional Void-----

An advanced space-time ability that combines Dimensional Divide and Rending

Void.

Obtain: Mandatory story event.

Note: Costs 50 TP. Combo rank 2. Probably Cless's best general purpose Ougi; extreme range and push back for clusters of enemies or to give space for more combos. Has a very high TP cost though.

Combo Command: Down, Down-Forward, Forward, Down, Down-Forward, Forward + Square.

--Ogi: Ten'i Sohazan/Rending Teleport-----

An advanced space-time ability that combines Rending Void and Teleport.

Obtain: Mandatory story event.

Note: Costs 40 TP. Combo rank 2. For a space-time ougi, rather underwhelming; especially with the hugh TP cost.

Combo Command: Down, Down-Forward, Forward, Up-Forward, Up + Square.

--Ultimate Ogi: Meiku Zanshoken/Blade of Ascension-----

(Not listed in the Abilities screen).

Obtain: After speaking with the Miguel school of swordsmanship's receptionist, sleep at the Miguel inn until you get a scene with Cless and he gains the "Alvein Successor" title.

Note: Cless's secret desperation attack, costs 100 TP. Combo rank 3. After being at full HP at some time in the battle, and after reaching critical (1/4, red numbered) HP, the word "POWER" will flash over Cless's TP to indicate you can use it. Press Square, Circle, and X together to unleash the ability. Can be linked from any skill. Deals more hits/damage if the enemy is up against a wall when it's used. Can be used as many times as you want in the battle if Cless's HP is fully restored again. The "Alvein Successor" title does not have to be equipped to use it.

All of Chester's skills are obtained by leveling.

Although Chester doesn't have Ogis, you can still link and combo with his skills. All of Chester's abilities before Grand Fang link into it, and any of Chester's abilities before Dragon Slayer link into that too.

So basically, it does something like this:

Normal attack -> Combo rank 1 (most skills) -> Combo rank 2 (Giga Fang) -> Combo rank 3 (Dragon Slayer)

--Guren/Crimson Lotus-----

Fire a flaming arrow.

Obtain: Level 3

Note: Costs 4 TP, deals Fire-elemental damage. Combo rank 1. Hold down on a

shorcut button for constant firing and excellent interruption.

Combo Command: Down, Down-Forward, Forward + X.

--Toga/Ice Fang------

Fire a frozen arrow.

Obtain: Level 8.

Note: Costs 5 TP, deals Water-elemental damage. Combo rank 1. Hold down on a shortcut button for constant firing and excellent interruption.

Combo Command: Down, Down-Forward, Forward + Square.

--Goten/Roaring Thunder-----

Fire an electrified arrow.

Obtain: Level 16.

Note: Costs 8 TP, deals Thunder-elemental damage. Combo rank 1. Hold down on a shortcut button for constant firing and excellent interruption. Maybe Chester's best skill, with such a low TP cost, and possibly dealing two hits with the thunder, you can lock down most enemies with it if you hold it down on a shortcut.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + X.

--Shoha/Piercing Blast-----

Blast away the ground to punish the enemy with the debris.

Obtain: Level 22.

Note: Costs 11 TP, deals Earth-elemental damage. Combo rank 1. Somewhat slow start up, but hits a fair amount of times and covers a wide area.

Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + X.

--Shinten/Heaven's Quiver-----

Fire off a barrage of arrows that fall like rain from the skies above the enemy.

Obtain: Level 28.

Note: Costs 11 TP. Combo rank 1. A bit too slow for my tastes, but good for knocking down flying enemies.

Combo Command: Forward, Down, Down-Forward + Square. --Shu'u/Eagle's Wings------Fire arrows of wind that can penetrate any guard. Obtain: Level 34. Note: Costs 12 TP, deals Wind-elemental damage. Combo rank 1. Has a fair range, good for flying enemies. Combo Command: Forward, Down, Down-Forward + X. --Hayate/Hurricane-----Unleash an incredible flurry of arrows in rapid succession. Obtain: Level 40. Note: Costs 14 TP. Combo rank 1. Great skill for stunlocking or building up large combo hits. The number of arrows fired increases with Chester's level, up to a max of 10. Combo Command: Back, Down-Back, Down, Down-Forward, Forward + Square. --Taiga/Grand Fang------Launch an enormous arrow. Obtain: Level 46. Note: Costs 20 TP. Combo rank 2. Slow start up, and only one hit, but deals extreme damage. Despite its large size, does home in on the enemy somewhat. Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + Square. --Toryu/Dragon Slayer-----Unleash the ultimate arrow which emanates an aura of passion. Obtain: Level 52. Note: Costs 45 TP. Combo rank 3. Fires off one large arrow and several other homing arrows that deal smaller damage. The large arrow only fires in a straight line instead of homing in on the enemy, so may not deal the best damage against certain enemies. Combo Command: Down, Down-Back, Back, Down-Back, Down, Down-Forward, Forward + Χ. 

x Mint Adnade/Methodism

Mint learns all of her Methodism by leveling.

--First Aid------Restore a little HP to one ally. Obtain: Known by default. Note: Costs 5 TP. Restores about 30% HP to one ally. --Pikohan/Toy Hammer------Drop a toy hammer to stun an enemy. Obtain: Level 5. Note: Costs 4 TP. Interrupts and has a chance to stun one enemy. --Charge-----Restores 5 TP to one ally. Obtain: Level 8. Note: Costs 10 TP. --Deep Mist-----Lower the accuracy of an enemy with a veil of thick fog. Obtain: Level 11. Note: Costs 3 TP. Interrupts and has a chance to lower one enemy's accuracy [exact value unknown]. --Heal-----Restore some TP to one ally. Obtain: Level 14. Note: Costs 10 TP. Restores about 60% HP to one ally. --Acid Rain------Lower the defense of all enemies in a shower of acid rain. Obtain: Level 17. Note: Costs 12 TP. Interrupts and has a chance to reduce the defense of all enemies on screen [exact value unknown].

--Antidote-----

Cure one ally of poison. Obtain: Level 20. Note: Costs 8 TP. --Silence-----Seal away an enemy's spell casting. Obtain: Level 23. Note: Costs 6 TP. Interrupts and has a chance to silence one enemy. --Nurse-----Restore some HP to all allies. Obtain: Level 26. Note: Costs 20 TP. Restores 45% HP to all allies. --Sharpness-----Raises one ally's attack. Obtain: Level 29. Note: Costs 12 TP. Increases on allie's attack by 30%; same effect as Focus or Flare Bottle and doesn't seem to stack with them. --Recover-----Cure one ally of poison, paralysis, or stone. Obtain: Level 32 Note: Costs 18 TP. --Dispel-----Remove all status changes from all allies. Obtain: Level 35. Note: Costs 14 TP. Removes all negative effects from the party, such as lowered defense or accuracy. --Cure-----Restore a lot of HP to one ally.

Obtain: Level 38.

Note: Costs 22 TP. Restores 100% HP to one ally. --Pikopiko Hammer/Mega Toy Hammer-----Drop an enormous toy hammer to stun all enemies in range. Obtain: Level 41. Note: Costs 20 TP. Interrupts and has a chance of stunning all enemies on --Barrier-----Raise one ally's defense. Obtain: Level 44. Note: Costs 15 TP. Raises on ally's defense [exact value unknown]. --Raise Dead------Revive one downed ally. Obtain: Level 47. Note: Costs 26 TP. Resurrects and restores 50% HP to one fallen ally. --Resurrection-----Restores a lot of HP to all allies. Obtain: Level 50. Note: Costs 32 TP. Restores 65% HP to all allies. --Time Stop------Temporarily stop all enemy movement. Obtain: Level 53. Note: Costs 50 TP. Stops all enemies for about six seconds; same effect as Chronoglass. Some enemies are immune to being frozen. x Klarth F. Lester/Summon Spirits Klarth gains all of his Summons from pacts formed in the story or from optional events.

--Svlph-----

Summon the Spirits of Wind, one of the Four Great Spirits. Obtain: Mandatory story event. Note: Costs 8 TP. Deals 3 hits of Wind-elemental damage for about 90 damage per hit. Launches the enemy into the air if they are light enough. --Undine-----Summon the Spirit of Water, one of the Four Great Spirits. Obtain: Mandatory story event. Note: Costs 12 TP. Deals about 2 hits of Water-elemental damage to all enemies on screen for about 400 damage per hit. --Gnome-----Summon the Spirit of Earth, one of the Four Great Spirits. Obtain: Mandatory story event. Note: Costs 16 TP. Deals 1 hit of Earth-elemental damage to all enemies on screen for about 450 damage. --Efreet-----Summon the Spirit of Fire, one of the Four Great Spirits. Obtain: Mandatory story event. Note: Costs 20 TP. Deals 15 hits of Fire-elemental damage to random enemies on screen for about 70-80 damage per hit. Good for creating large combos. --Maxwell-----Summon the Spirit of Molecules, leader of the Four Great Spirits. Obtain: Mandatory story event. Note: Costs 20 TP. Fires 8 molecules which hit enemies rather randomly depending on their size; each molecule deals about 200 Non-Elemental damage. --Luna------Summon the Spirit of the Moon. Obtain: Mandatory story event. Note: Costs 24 TP. Summons columns of light that hit the entire screen randomly; each column deals 1 hit of about 400 Light-elemental damage.

--Shadow-----

Summon the Spirit of Darkness. Obtain: Cave of Darkness (Future), see [TOPWS COD] for more details. Note: Costs 30 TP. Hits all enemies on screen for 1 hit of about 4000-5000 Darkness-elemental damage. --Aska-----Summon the Spirit of Light. Obtain: Thor's control room (Future), see [TOPWS AT2] for more details. Note: Costs 30 TP. Hits all enemies on screen for 1 hit of about 4000-5000 Light-elemental damage. --Volt-----Summon the Spirit of Thunder. Obtain: Mandatory story event. Note: Costs 26 TP. Hits all enemies on screen for 1 hit of about 3000 Thunderelemental damage. --Origin------Summon the Spirit of Creation. Obtain: Mandatory story event. Note: Costs 36 TP. Hits all enemies on screen for 1 hit of about 3500-4500 Non-Elemental damage. --Gremlin Lair------An ancient, forbidden ritual that summons countless small devils from the Demonic Realms. Obtain: Moria Mine: Dwarven Ruins 14F (Future), see [TOPWS MML] for more details.

Note: Costs 42 TP. The gremlins hit whatever enemies on screen they run into first for a total of 10 hits of about 300 Non-Elemental damage. The gremlins can actually miss if they don't run into an enemy, and along with the poor damage I don't recommend using this skill.

--Pluto-----

An ancient, forbidden ritual that summons the lord of the Demonic Realms.

Obtain: Moria Mine: Dwarven Ruins 21F (Future), see [TOPWS\_FPL] for more details.

Note: Costs 60 TP. Homing flames hit random enemies for 25-35 hits of about 250 Darkness-elemental damage. Excellent for creating large combos.

All of Arche's spells are gained by spellbooks you can find throughout the world or by buying them from certain NPCs.

--Fireball-----

The most basic fire spell that calls forth several balls of flame.

Obtain: Known by default.

Note: Costs 3 TP. Deals about 40 Fire-elemental damage per hit to one enemy. The number of fireballs increases with Arche's level; up to a max of 10 fireballs. Doesn't stop time for the animation; good at stunlocking enemies along with other skills.

--Ice Needles-----

The most basic water spell that launches several spears of ice.

Obtain: Known by default.

Note: Costs 3 TP. Deals about 30 Water-elemental damage per hit to one enemy. The number of ice needles increases with Arche's level; up to a max of 12 needles. Doesn't stop time for the animation; good at stunlocking enemies along with other skills. Can create an infinite combo if used with Cless's Autumn Sandstorm.

--Stone Blast-----

The most basic earth spell that casts a volley of stones at the enemy.

Obtain: Missable! Found in a bookshelf in Klarth's house in Euclid (Past) OR bookshelf in Lone Valley cabin (Future).

Note: Costs 3 TP. Deals about 25 Earth-elemental damage per hit to one enemy with a fair area. The number of stones increases with Arche's level; up to a max of 20 stones. Doesn't stop time for the animation; good at stunlocking groups of enemies or wide enemies along with other skills. Can create an infinite combo if used with Cless's Autumn Sandstorm on wide enemies.

--Lightning------

The most basic Thunder spell that calls forth a small thunderbolt.

Obtain: Buy from Half-Elf in Venezia for 200 Gald (Past OR Future).

Note: Costs 5 TP. Deals 1 hit of about 100 Thunder-elemental damage to one enemy. Doesn't stop time for the animation; but not particularly useful for stunlocking.

Storm
A low-level wind spell that calls a sudden gale to the battlefield.
Obtain: Buy from Half-Elf in Venezia for 1000 Gald (Past OR Future).
Note: Costs 8 TP. Deals 1 hit of about 300 Wind-elemental damage to all enemies on screen.
Glaive
A low-level earth spell that skewers the enemy with spires of rock from below.
Obtain: Find in Cave of the Spirits (Past OR Future).
Note: Costs 10 TP. Deals up to 4 hits of about 100 Earth-elemental damage to one enemy. Doesn't stop time for the animation; good at stunlocking groups of enemies or wide enemies. Lifts the enemy into the air if they are light enough.
Ice Tornado
A low-level water spell that engulfs the enemy in a storm of ice.
Obtain: Bookshelf in Klarth's house in Euclid (Past) OR bookshelf in Lone Valley cabin (Future).
Note: Costs 10 TP. Deals 1 hit of about 500 Water-elemental damage to one enemy. Lifts the enemy into the air if they are light enough.
Eruption[MISSABLE!]
A low-level fire spell that causes a volcanic eruption beneath the target.
Obtain: Missable! Found in Cave of the Burning Sands (Past).
Note: Costs 10 TP. Deals random hits of about 15 Fire-elemental damage with a final hit of about 800 damage to a wide area.
Tractor Beam
A mid-level non-elemental spell that suspends enemies helplessly in midair and drops them.
Obtain: Buy from sorceress in Alvanista Castle's sorcery lab for 4000 Gald (Past OR Future).
Note: Costs 12 TP. Deals 1 hit of about 400 Non-Elemental damage to a wide area. Doesn't work on flying enemies or enemies lifted into the air.
Thunder Blade
A mid-level thunder spell that produces a thunderclap near the enemy.

Obtain: Buy from sorceress in Alvanista Castle's sorcery lab for 12,000 Gald (Past OR Future). Note: Costs 16 TP. Deals 1 hit of about 1000 Thunder-elemental damage to all enemies on screen. --Cyclone-----A mid-level wind spell that produces a large tornado around the enemy. Obtain: Talk to Lenios's brother in Venezia, then speak to Lenios (Past) OR sorceress in Miguel equipment shop (Future). Note: Costs 17 TP. Deals 4 hits of about 400 Wind-elemental damage to all enemies in a wide area. Extremely useful earlier in the game. --Ray------A mid-level light spell that pierces the enemy with countless beams of light. Obtain: Mandatory story event. Note: Costs 18 TP. Deals 1 hit of about 1500 Light-elemental damage to all enemies on screen. --Fire Storm--[MISSABLE!]------A mid-level fire spell that creates a storm of flame which scorches the field. Obtain: Missable! Found in Dhaos's Castle (Past). Note: Costs 20 TP. Deals random hits of about 40-50 Fire-elemental damage before a final hit of about 1500 damage to all enemies on screen. --Rock Mountain--[MISSABLE!]------A mid-level earth spell that crushes the enemy beneath a rock slide. Obtain: Missable! Found in Dhaos's Castle (Past). Note: Costs 20 TP. Deals random hits of about 100 Earth-elemental damage before a final hit of about 1000 damage to all enemies in a wide area. --Tempest------A mid-level wind spell that creates a raging storm all around the enemy. Obtain: Found in Demeter's Mansion (Future). Note: Costs 24 TP. Deals 1 hit of about 2000 Wind-elemental damage to all enemies on screen. --Maelstrom-----

A mid-level water spell that creates a gigantic whirlpool beneath the enemy. Obtain: Found in Corroded Grotto (Future). Note: Costs 22 TP. Deals 1 hit of about 1500 Water-elemental damage to all enemies on screen. --Earthquake-----A high-level earth spell that summons an enormous earthquake. Obtain: Found in forest around Ninja Village (Future). Note: Costs 27 TP. Deals 1 hit of about 2500-3500 Earth-elemental damage to all enemies on screen. Doesn't work on flying enemies or enemies lifted up into the air. --God Breath-----A high-level wind spell that crushes the enemy using incredible air pressure. Obtain: Found in Thor (Past OR Future). Note: Costs 32 TP. Deals 1 hit of about 4000 Wind-elemental damage to all enemies on screen. --Explode-----A high-level fire spell that produces a huge explosion in a wide area around the target. Obtain: Found in the Tower of Flame (Future). Note: Costs 32 TP. Deals 1 hit of about 4000 Fire-elemental damage to all enemies on screen. --Indignation-----A high-level thunder spell that unleashes the thunder of the gods. Obtain: Mandatory story event. Note: Costs 30 TP. Deals 1 hit of around 2000-2500 Thunder-elemental damage to all enemies on screen. --Tidal Wave-----A high-level water spell that calls forth a crushing wave in a wide area around the enemy. Obtain: Found in the Cavern of Ice (Future). Note: Costs 34 TP. Deals 1 hit of around 4000 Water-elemental damage to all

enemies on screen.

--Black Hole-----

The forbidden dark spell that draws enemies into the perfect silence of a black hole.

Obtain: Found in Moria Mine: Dwarven Ruins 18F (Future).

Note: Costs 42 TP. Deals 1 hit of around 4500 Darkness-elemental damage to all enemies on screen.

--Meteor Swarm-----

A high-level non-elemental spell that decimates the battlefield with falling meteorites.

Obtain: Found in Dhaos's Castle (Future).

Note: Costs 50 TP. Deals multiple random hits of around 1000 Non-Elemental damage to all enemies on screen.

--Big Bang------

The forbidden light spell that explodes with the unspeakable power of a supernova.

Obtain: Found in Moria Mine: Dwarven Ruins 21F treasure room (Future).

Note: Costs 75 TP. Deals 1 hit of around 4500-5500 Light-elemental damage to all enemies on screen.

Suzu's ninpo are obtained by scrolls you can either buy from wandering ninja or found in chests in dungeons.

Although Suzu doesn't have Ougis like Cless, you can still link and combo with her skills. Thunderbolt links into any of her skills, and any of her other lower skills link into May Shower. Jiraiya can link from any of her skills.

So basically, it goes something like this:

Normal attack -> Combo rank 1 (Thunderbolt) -> Combo rank 2 (various skills) -> Combo rank 3 (May Shower) -> Combo rank 4 (Jiraiya).

--Utsushimi/Replication-----

Create an after-image of yourself, doubling attack damage.

Obtain: Known by default.

Note: Costs 10 TP. Combo rank 2. Doubles the hits of Suzu's normal attacks for about ten seconds, but disables the use of her abilities until it wears off.

Combo Command: Down, Down, Down + Square. --Shiranui/Unknown Fire-----Steal an item from an enemy. Obtain: Known by default. Note: Costs 7 TP. Combo rank 2. Has a chance to steal an enemy's stolen item if they have one available. Combo Command: Back, Down-Back, Down, Down-Forward, Forward + Square. --Izunaotoshi/Fox Drop------Descend from the sky to assault the enemy with a surprise attack. Obtain: Known by default. Note: Costs 8 TP. Combo rank 2. Good for aerial enemies that can't be pushed back easily. Combo Command: Down, Down-Forward, Forward, Up-Forward, Up + X. --Hagakure/Leaf Clover-----Call forth a storm of leaves to mask your effortless escape from battle. Obtain: Known by default. Note: Costs 12 TP. Combo rank 2. Since the escape gauge doesn't fill up faster than running away normally, and Suzu can be hit out of the skill, it's not much more practical than simply trying to escape. Best to combo into it if you want to use it. Combo Command: Down, Up, Down, Up + Square. --Manjushage/Red Spider Lily------Unleash several flaming shuriken. Obtain: Found in chest in Cave of the Burning Sands (Future) OR bought from ninja in the Tower of Flame for 510,000 Gald (Future). If purchased, the chest contains a ?Sword (Flare Baselard) instead. Note: Costs 10 TP. Deals Fire-elemental damage. Combo rank 2. Great for pushing back enemies on the ground or in the air. Combo Command: Back, Down-Back, Down, Down-Forward, Forward + X. --Raiden/Thunderbolt------Throw a blade that summons thunder and lightning.

Obtain: Found in chest in Tower of the Zodiac (Future) OR bought from ninja in

Volt's Cave for 520,000 Gald. If purchased, the chest contains a ?Sword (Luck Blade) instead.
Note: Costs 12 TP. Deals Thunder-elemental damage. Combo rank 1. Has a wide area; good for interrupting casters or knocking down flying enemies.
Combo Command: Forward, Down, Down-Forward + X.
Kamaitachi/Whirlwind
Shred the enemy with rapid, spinning blades of wind.
Obtain: Buy from ninja in Lone Valley for 53,000 Gald (Future).
Note: Costs 15 TP. Deals Wind-elemental damage. Combo rank 2. Probably one of her most damaging skills because of its range, hits, and spamability.
Combo Command: Down, Down-Forward, Forward, Down, Down-Forward, Forward + X.
Samidare/May Shower
Execute a ruthless combination of blade and body strikes from which there is no escape.
Obtain: Buy from ninja in Moria Mine: Dwarven Ruins 21F for 470,000 Gald (Future).
Note: Costs 30 TP. Combo rank 3. The combo will lift the enemy into the air with Suzu if they are light enough.
Combo Command: Down, Down-Back, Back, Down-Back, Down, Down-Forward, Forward + X.
Jiraiya
Summon a giant toad to punish the foe with its awesome power.
Obtain: Buy from ninja in the Cave of Darkness for 54,000 Gald (Future).
Note: Costs 45 TP. Combo rank 4. Slow startup, so best to combo into it so Suzu won't get knocked out of it.
Combo Command: Down, Down-Back, Back, Down-Back, Down, Down-Forward, Forward + Square.
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x x Titles
A list of all the titles in the game and how to obtain them. Titles don't actually have any gameplay benefit; other than getting Cless's "Alvein Successor" to do his desperation move, they're purely cosmetic awards. Just think of them like little Achievements for accomplishing certain things in the

game.

to take a look at this section. \* x Cless Alvein --Apprentice Swordsman------An apprentice in the Alvein School of Swordsmanship. Obtain: Owned by default. --Swordsman-----The title given to an Alvein swordsman who has learned Ougi: Demonic Kick. Obtain: Mandatory story event. --Battle Master-----The title given to a swordsman who has reached Level 30. Obtain: Reach level 30. --Sword Master-----The title given to a swordsman who has reached Level 50. Obtain: Reach level 50. --Fencer-----The title given to a swordsman who has reached Level 60 and learned many Ougi. Obtain: Reach level 60 and learn at least 6 Ougi. --Brave Fencer-----The title given to a swordsman who has reached Level 70 and learned all normal abilities. Obtain: Reach level 70 and learn all of Cless's normal abilities. In effect, requires you to be at least level 100 before you can learn it, since you can't get the final normal ability until then. --Last Fencer------The title granted only to one who has mastered countless Ougi through blood, sweat, and tears.

Obtain: Learn all of Cless's abilities.

Many titles are missable, so if you're a completionist, you'll definitely want

Alvein Successor
Master of the Alvein School's Ultimate Ougi: Blade of Ascension. Use it with Square + X + Circle in a pinch.
Obtain: Talk to the receptionist in the Miguel school of swordsmanship, then stay at the inn until you get a scene with Cless (Future).
Note: Does not have to be equipped to use the Blade of Ascension, only has to be acquired first.
Combo Master
Proof that one has obtained both the Combo Counter and Combo Command.
Obtain: Obtain both the Combo Counter and Combo Command accessories.
Berserk
The title granted to one who has endured many difficult battles.
Obtain: Go through 256 encounters on Hard or Mania difficulty.
Champion
The title awarded for complete victory in the fighting tournament.
Obtain: Clear the Euclid arena at least once (Future).
Gourmet Master[MISSABLE!]
Proof of a chef that has mastered all forms of cooking.
Obtain: Missable! Master every single recipe.
Ishitori Master[MISSABLE!]
Having surpassed the former master, you are now known as the Great Ishitori Master!
Obtain: Missable! Beat the Ishitori Master in Alvanista Castle (Past).
Eternal Swordsman
The title given to the swordsman who possesses the Eternal Sword.
Obtain: Mandatory story event.
Gilgamesh

Proof that one possesses all the items from the Legend of Ishtar.

Obtain: With the Excalibur, Gold Armor, Golden Helm, Red-Line Shield, Blue-Line Shield, Hyper Gauntlet, Blue Crystal Rod, Blue Candle, and Jet Boots in your inventory, talk to the boy in Freezekiel's inn (Future).
Mach Youth[MISSABLE!]
The title given to the one who outran the Mach Boy in praise of your speed.
Obtain: Missable! Clear the Mach Race in Alvanista at least once (Past).
<pre>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx</pre>
Hunter
An archer still in the midst of training.
Obtain: Owned by default.
Ranger
The title given to an archer who has reached Level 5.
Obtain: Reach level 5.
Archer
The title given to an archer who has reached Level 10.
Obtain: Reach level 10.
Sniper
The title given to an archer who has reached Level 30.
Obtain: Reach level 30.
Shooter
The title given only to a chosen archer.
Obtain: Reach level 50.
Striker
A title bestowed in recognition of the greatest of archers.
Obtain: Reach level 80.
Kind Brother[MISSABLE!]

A title for an older brother that always thinks of his little sister.
Obtain: Missable! Give Ami in Chester's house the Apple from Totis grocer (Present).
Hard Worker
A title given to one who trains himself harder than anyone.
Obtain: See any of the training scenes with Chester by staying at an inn after he rejoins the party (Future).
Pervert King[MISSABLE!]
A title given personally by Arche. Ah, the joys of youth
Obtain: Missable! After the first hot springs scene in the Ninja Village (before searching for Suzu's parents), do a skit outside.
Gourmet Master[MISSABLE!]
Proof of a chef that has mastered all forms of cooking.
Obtain: Missable! Master every single recipe.
Fire-Up Mach Bastard
What crazy speed the Fire-Up Mach Bastard, yeah! The name that passion earned you.
Obtain: Clear the Mach Race in Alvanista at least once (Future).
Muscle Man
Even Cless acknowledged it, that's pretty impressive
Obtain: Second hot springs event in Ninja Village after Suzu joins the party (Future).
<pre>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx</pre>
Healer
A novice Methodist.
Obtain: Owned by default.
Cleric
The title given to a Methodist who has reached Level 7.

Obtain: Reach level 7.
Priestess
The title given to a Methodist who has reached Level 12.
Obtain: Reach level 12.
Bishop
The title given to a Methodist who has reached Level 20.
Obtain: Reach level 20.
Cardinal
The title given only to a chosen Methodist.
Obtain: Reach level 40.
Pope
The title bestowed in recognition of the greatest of Methodists.
Obtain: Reach level 80.
Cupid[MISSABLE!]
Proof that you had a hand in encouraging Nancy and Elwin's love.
Obtain: Missable! Complete the Nancy and Elwin sidequest (Past); see sections [TOPWS_NE1], [TOPWS_NE2], [TOPWS_NE3], and [TOPWS_NE4] for more details.
BOING
It seems people are surprised by your full figure.
Obtain: First hot spring event in the Ninja Village (Future).
Pure Maiden
Proof of a pure maiden recognized by the Unicorn.
Obtain: Mandatory story event.
Gourmet Master[MISSABLE!]
Proof of a chef that has mastered all forms of cooking.
Obtain: Missable! Master every single recipe.

Songstress[MISSABLE!]
The title given to a young woman with a great singing voice.
Obtain: Missable! Pay 2001 Gald or more at the Alvanista item shop to recieve a ticket to a concert in the Adventurer's Guild. After seeing the concert, go outside and watch a skit. Must be done before Suzu joins the party (Future).
Piano Teacher
A wandering piano teacher. Leave it to Miss Mint! <3
Obtain: Complete the piano lesson side event in Venezia (Future).
<pre>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx</pre>
Scholar of Magic
A dedicated researcher of Summoning.
Obtain: Owned by default.
Tamer
Idille1
The title given to one who made a pact with a Spirit.
Obtain: Mandatory story event.
Summoner
The title given to one who obtained Maxwell's power.
Obtain: Mandatory story event.
Elemental
The title given to one who obtained Origin's power.
Obtain: Mandatory story event.
Warlock
The title given only to a Summoner who has formed pacts with many Spirits.
Obtain: Form a pact with at least 10 Spirits.
Summon Master
The title bestowed in recognition of the ultimate Summoner who has a pact with every Spirit.

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Obtain: Form a pact with every Spirit.
--Monster Master--[MISSABLE!]------
Proof that one has encountered every enemy.
Obtain: Missable! Complete the Monster Encyclopedia 100%.
Note: This title can't be obtained on the first playthrough. Requires at least
 two playthroughs. Scan all of Dhaos's forms throughout the game, as well as
 complete the Monster Encyclopedia. Klarth will get it as soon as he joins on
 a second playthrough or whenever the conditions are fulfilled. See section
 [TOPL BEST] for a list of monsters and their locations.
--Item Collector--[MISSABLE!]-----
Proof of a fantastic item collector. Congratulations!
Obtain: Missable! Complete the Item Encyclopedia 100%. See section [TOPL ITEM]
 for a list of items and how to obtain them.
--Treasure Hunter------
Proof that you found the Pirate Aifreid's treasure, the greatest of which was
<<Love>>.
Obtain: Complete Graham's Treasure Hunt sidequest (Future). See section
 [TOPWS GHT] for more details.
--Gourmet Master--[MISSABLE!]------
Proof of a chef that has mastered all forms of cooking.
Obtain: Missable! Master every single recipe. See section [TOPL_COOK] for a
 list of recipes and how to obtain them.
--Pain in the Ass-----
A title given to one who depends on a woman that is neither wife nor lover.
Obtain: Owned by default.
--Hopeless Romantic-----
A long-distance love that spans time itself. How romantic...
Obtain: Mandatory story event.
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Magic User
The title given to one who can use Sorcery.
Obtain: Owned by default.
Witch[MISSABLE!]
The title given to one who has learned 5 spells.
Obtain: Missable! Learn 5 spells.
Mage[MISSABLE!]
The title given to one who has learned 10 spells.
Obtain: Missable! Learn 10 spells.
Sorceress[MISSABLE!]
The title given to one who has learned 15 spells.
Obtain: Missable! Learn 15 spells.
Wizard[MISSABLE!]
The title given to one who has learned 20 spells.
Obtain: Missable! Learn 20 spells.
Spell Master[MISSABLE!]
The title bestowed in recognition of one who mastered all forms of magic.
Obtain: Missable! Learn every spell.
Party Girl
The title given to a heavy drinker.
Obtain: Mandatory story event.
Little Kid
"I mean, look, I'm built like a little kid", is what you said yourself.
Obtain: First hot spring event in the Ninja Village (Future).
Python
It's probably not a good idea to try and solve everything through seduction

Obtain: Mandatory story event.
Gourmet Master?[MISSABLE!]
Proof of a chef that has mastered all forms of cooking?
Obtain: Missable! Master every single recipe.
XX Cook
A dishonor steeped upon your cooking. Restoring your honor may be impossible, you should probably just give up.
Obtain: Picnic side event in Corroded Grotto dock (Future).
GROOVY
Proof that you scored over 200,000 points! Those who understand will understand.
Obtain: Score 200,000 or more points in the GROOVY Arche minigame in Thor (Future).
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Sparrow Ninja
The title for a female ninja still in training.
Obtain: Owned by default.
Crow Ninja
The title for a female ninja that has reached Level 20.
Obtain: Owned by default.
Swallow Ninja
the title for a female ninja that has reached Level 30.
Obtain: Owned by default.
Falcon Ninja
The title for a female ninja that has reached Level 40.
Obtain: Reach level 40.
Hawk Ninja

The title of a chosen female ninja.
Obtain: Reach level 60.
Crane Ninja
The title bestowed upon the ultimate female ninja.
Obtain: Reach level 80.
Heartless
Void of emotion. The burden of those bound by the Law of the Ninja.
Obtain: Owned by default.
Future Leader
The title that carries of the expectations of the Ninja Village.
Obtain: Talk to the girl near the save point in the Ninja Village after Suzu joins (Future).
Sweet Tooth
The nickname for someone who loves sweets.
Obtain: Talk to the chef outside Olive Village grocer twice for a scene (Future).
Gourmet Master[MISSABLE!]
Proof of a chef that has mastered all forms of cooking.
Obtain: Missable! Master every single recipe.
Shinobi
Completion of the Ordeals brings true understanding that the Way of the Ninja is to < <endure>&gt; all trials.</endure>
Obtain: Complete Suzu's rite of succession in the Cave of Ordeals (Future). See section [TOPWS_COD] for more details.
It's Electric!
The first time I saw you, it was like a flash of light and my body shook with excitement. Could this be love?
Obtain: Owned by default.

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x x Cooking Recipes
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***************************************
Throughout the game you can find numerous food recipes you can use to cook up meals inbetween battles that can restore your HP, TP, and status ailments. These recipes use up food items you can usually buy at grocers or obtain in other ways (see the item list for specifics).
As characters cook recipes repeatedly, they gain "recipe levels", or green stars underneath their image when choosing who to cook the recipe. The more stars they have, the more effective the cooked dish will be, up to a max recipe level of five stars. Different characters are "better" at cooking different recipes than others, that is, they gain stars faster when cooking certain recipes than other characters. It is recommended to use the character requiring the least amount of uses to master the recipe whenever possible in order to get the most out of cooking.
Cooking isn't too useful on the normal difficulty, but on higher difficulties it becomes more helpful. The extra recovery (particularly for TP) without having to use up your stock of items is very helpful while exploring, especially if you're in a large dungeon.
The following section is a list of all the recipes in the game, where to obtain them, the required ingredients, and what effects the recipe has.
Here is the layout for the recipe list:
Layout:
Name of Recipe
In-game description.
Obtain: Where to obtain recipe.
Ingredients: The required and optional ingredients to make the recipe.
Note: The effect of the recipe and other notes (if any).
Uses to Master: The number of uses before the recipe is mastered (five stars).
Name of character: Number of uses to reach five stars.
Cless: 00 Chester: 00 Mint: 00 Klarth: 00 Arche: 00 Suzu: 00
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
Hamburger
Grilled beef on a bun. Restores a little HP.

Ingredients: Bread and 1 of Chicken, Beef, or Pork.

Note: Restores 10+1% per recipe level HP for all allies.

Uses to Master: Cless: 20 Chester: 17 Mint: 10 Klarth: 7 Arche: 50 Suzu: 10

--Rice Ball-----

A rice ball packed with love. Restores a little HP and cures poison.

Obtain: Known by default.

Ingredients: Rice, Dried Seaweed.

Note: Restores 10+1% per recipe level HP and cures poison for all allies.

Uses to Master: Cless: 17 Chester: 13 Mint: 10 Klarth: 10 Arche: 34 Suzu: 5

--Cabbage Roll--[MISSABLE!]------

Succulent pork rolled in lush cabbage. Restores a little HP.

Obtain: Missable! Talk to Chef in Euclid grocer (Present).

Ingredients: Cabbage, Pork.

Note: Restores 12+1% per recipe level HP for all allies.

Uses to Master: Cless: 20 Chester: 13 Mint: 10 Klarth: 10 Arche: 25 Suzu: 10

--Steamed Egg Custard------

A steamed dish made with egg and soup stock. Restores a little  $\mbox{HP}$  and cures poison.

Obtain: Mandatory story event.

Ingredients: Chicken, Egg.

Note: Restores 12+1% per recipe level HP and cures poison for all allies.

Uses to Master: Cless: 13 Chester: 10 Mint: 10 Klarth: 10 Arche: 25 Suzu: 10

--Sushi--[MISSABLE!]------

Choice fish and rice come together in perfect harmony. Restores a little HP and cures paralysis and stone.

Obtain: Missable! Talk to Chef in Venezia grocer (Past).

Ingredients: Rice and 1 of Tuna, Mackerel, Sardines, Squid, Octopus, or Shrimp.

Note: Restores 15+1% HP and cures paralysis and stone for all allies.

Uses to Master: Cless: 17 Chester: 10 Mint: 10 Klarth: 10 Arche: 25 Suzu: 5

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--Cheeseburger--[MISSABLE!]--------
A burger topped with cheese for added punch. Restores some HP.
Obtain: Missable! Talk to Lenios's wife, Sophia, in Belladam (Past).
Ingredients: Bread, Cheese, and 1 of Chicken, Beef, or Pork.
Note: Restores 20+1% per recipe level HP for all allies.
Uses to Master: Cless: 20 Chester: 13 Mint: 10 Klarth: 10 Arche: 25 Suzu: 10
--French Toast--[MISSABLE!]------
Mere toast transformed in the harmony of milk and eggs. Restores some HP and
cures poison.
Obtain: Missable! Talk to Chef in center of Hamel (Past). Unavailable after
clearing the Lone Valley.
Ingredients: Milk, Egg, Bread.
Note: Restores 20+1% per recipe level HP for all allies.
Uses to Master: Cless: 20 Chester: 17 Mint: 13 Klarth: 10 Arche: 25 Suzu: 13
--Sandwich--[MISSABLE!]------
Add your favorites, a sandwich has no wrong ingredients! Restores some HP and
cures paralysis.
Obtain: Missable! Talk to Chef in Euclid grocer (Past).
Ingredients: Bread and 2 of Lettuce, Cucumber, Potato, or Egg.
Note: Restores 20+1% per recipe level HP and cures paralysis for all allies.
Uses to Master: Cless: 20 Chester: 15 Mint: 13 Klarth: 13 Arche: 25 Suzu: 10
--Neapolitan--[MISSABLE!]-------
A rich tomato pasta that both adults and children adore. Restores some HP and
cures stone.
Obtain: Missable! Talk to Chef in Alvanista grocer (Past).
Ingredients: Tomato, Pork, Pasta.
Note: Restores 20+1% HP per recipe level and cures stone for all allies.
Uses to Master: Cless: 20 Chester: 13 Mint: 13 Klarth: 10 Arche: 25 Suzu: 10
--Poware--[MISSABLE!]-------
A refined dish featuring grilled beef in a rich sauce. Restores some HP.
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Obtain: Missable! Talk to Chef in Olive Village grocer (Past).
Ingredients: Beef, Cheese, Bread.
Note: Restores 25+1% per recipe level HP for all allies.
Uses to Master: Cless: 17 Chester: 13 Mint: 13 Klarth: 10 Arche: 25 Suzu: 13
--Fruit Juice--[MISSABLE!]------
A sweet yet healthy drink abounding in vitamins. Restores a little TP.
Obtain: Missable! Talk to Chef in eastern oasis in Freyland desert (Past).
Ingredients: Apple, Strawberry, Banana.
Note: Restores 7+1% per recipe level TP for all allies.
Uses to Master: Cless: 25 Chester: 17 Mint: 17 Klarth: 17 Arche: 13 Suzu: 7
--Sashimi--[MISSABLE!]--------
Sashimi is not food, it is art. Aesthetic sense is key. Restores some HP and
cures poison.
Obtain: Missable! Talk to Shif in Edward's house after clearing Dhaos's Castle
Ingredients: Tuna, Mackerel, Sardines.
Note: Restores 25+1% per recipe level HP and cures poison for all allies.
Uses to Master: Cless: 13 Chester: 10 Mint: 17 Klarth: 9 Arche: 25 Suzu: 5
--Meat and Potato Stew------
A blend of meat and potatoes just like mom used to make. Restores some HP.
Obtain: Talk to Chef outside in Miguel (Future).
Ingredients: Carrot, Potato, Onion, Pork.
Note: Restores 30+1% per recipe level HP for all allies.
Uses to Master: Cless: 13 Chester: 13 Mint: 10 Klarth: 9 Arche: 25 Suzu: 5
--Steak-----
Only the finest cuts of meat make it to the grill. Restores a lot of HP.
Obtain: Talk to Chef in third floor of Euclid Castle (Future).
Ingredients: Carrot, Potato, Spice, and 1 of Chicken, Beef, or Pork.
Note: Restores 35+1% per recipe level HP for all allies.
```

Uses to Master: Cless: 17 Chester: 13 Mint: 13 Klarth: 10 Arche: 25 Suzu: 10

--Pescatore-----

A themed pasta dish with the blessing of the sea. Restores a lot of HP and cures poison and paralysis.

Obtain: Talk to Chef in Morrison's Manor (Future).

Ingredients: Tomato, Squid, Shrimp, Pasta.

Note: Restores 15+1% per recipe level HP and cures paralysis for all allies.

Uses to Master: Cless: 17 Chester: 13 Mint: 10 Klarth: 10 Arche: 25 Suzu: 7

--Gratin------

An artfully arranged pasta baked with a white sauce. Restores some HP and tiny bit of TP.

Obtain: Talk to Chef inside cabin at Lone Valley (Future).

Ingredients: Milk, Cheese, Pasta, and 1 of Chicken or Shrimp.

Note: Restores 25+1% per recipe level HP and 1% TP for all allies.

Uses to Master: Cless: 15 Chester: 15 Mint: 13 Klarth: 13 Arche: 25 Suzu: 13

--Beef Hot Pot-----

Stewed meat and vegetables, a blend ripe with stamina. Restores some HP and revives allies.

Obtain: Talk to Chef at the dock in Corroded Grotto (Future).

Ingredients: Carrot, Cabbage, Onion, and 1 of Chicken, Beef, or Pork.

Note: Restores 20+1% HP and revives all allies.

Uses to Master: Cless: 17 Chester: 13 Mint: 13 Klarth: 10 Arche: 25 Suzu: 7

--Fish Hot Pot-----

The dish loved by men of the sea, full of omega-3 fatty acids. Restores some HP and a little TP.

Obtain: Talk to Chef in Alvanista grocer (Future).

Ingredients: Cabbage, Kelp, and 2 of Tuna, Mackerel, Sardines, Squid, Octopus, or Shrimp.

Note: Restores 20+1% per recipe level HP and 5% TP for all allies.

Uses to Master: Cless:15 Chester: 13 Mint: 13 Klarth: 10 Arche: 25 Suzu: 7

A beef dish prepared with a secret sauce. Restores a lot of HP. Obtain: Talk to Chef on second floor of Freezekiel supermarket (Future). Ingredients: Carrot, Potato, Onion, Beef. Note: Restores 40+1% per recipe level HP for all allies. Uses to Master: Cless: 15 Chester: 13 Mint: 13 Klarth: 13 Arche: 25 Suzu: 13 --Fruit Parfait------A dreamy fruit dish, all your favorites are on parade! Restores some TP. Obtain: Talk to Chef in Elven Village grocer (Future). Ingredients: Milk and 3 of Apple, Lemon, Strawberry, Banana, Pineapple, Melon, Grapes, Mangosteen, or Prune. Note: Restores 15+1% per recipe level TP for all allies. Uses to Master: Cless: 20 Chester: 20 Mint: 17 Klarth: 17 Arche: 13 Suzu: 10 --Curry and Rice-----The golden pair bring their trademark spicy kick. Restores a lot of HP and cures poison and paralysis. Obtain: Talk to Chef outside Olive Village grocer (Future). Ingredients: Carrot, Potato, Rice, Spice, and 1 of Chicken, Beef, or Pork. Note: Restores 35+1% per recipe level HP and cures poison and paralysis for all allies. Uses to Master: Cless: 13 Chester: 13 Mint: 10 Klarth: 10 Arche: 34 Suzu: 20 --Fruit Punch-----A fantasia of fruit sits astride a sea of syrup. Restores a lot of TP. Obtain: Talk to Chefbot in Thor (Future). Ingredients: 5 of Apple, Lemon, Strawberry, Banana, Pineapple, Melon, Grapes, Mangosteen, or Prune. Note: Restores 25+1% per recipe level TP for all allies. Uses to Master: Cless: 25 Chester: 25 Mint: 20 Klarth: 20 Arche: 13 Suzu: 15 --Vegetable Salad------The blessings of the land make the ultimate green salad! Restores some HP and a little TP.

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Obtain: Talk to Chef in Elven Village grocer again after recieving Fruit
Parfait recipe (Future).
Ingredients: Carrot, Cabbage, Lettuce, Cucumber, Tomato.
Note: Restores 20+1% per recipe level HP and 10% TP for all allies.
Uses to Master: Cless: 20 Chester: 17 Mint: 15 Klarth: 15 Arche: 20 Suzu: 10
--Hashed Meat and Rice-----
A simple yet nostalgic blend of beef and rice. Restores a lot of HP.
Obtain: Talk to chef in Early coffee shop (Future).
Ingredients: Tomato, Onion, Beef, Rice, and 1 of Carrot or Potato.
Note: Restores 50+1% per recipe level HP for all allies.
Uses to Master: Cless: 17 Chester: 15 Mint: 15 Klarth: 15 Arche: 25 Suzu: 10
--Miso Oden-----
A legendary dish passed down through the ages in Japon. Restores full HP and TP
and revives allies.
Obtain: Talk to Ofuyu in eastern house of Ninja Village (Future).
Ingredients: Radish, Potato, Konjac, Kelp, Egg, Miso.
Note: Restores 100% HP and TP and revives all allies.
Uses to Master: Cless: 1 Chester: 1 Mint: 1 Klarth: 1 Arche: 1 Suzu: 1
x Shops......[TOPL SHOP] x
Part 1
 _____
--Totis Village------
                Weapon Shop <<Teaser>>
                  Long Sword.....140
 Long Selfbow.....200
                Item Shop <<Ghauri>>
 Apple Gummi........60 Spectacles..........10 Chicken...........40
```

Rice32	Dried Seaweed16		
Mountain Pass			
Pedo	dler		
Apple Gummi60	Orange Gummi200	Panacea Bottle350	
Euclid			
Var	iety Shop < <squishy>&gt;</squishy>		
Long Sword.       .140         Rod.       .10         Wood Shield.       .50         Apple Gummi.       .60         Pork.       .56         Egg.       .20	Rapier	Short Selfbow       .50         Cloak       .12         Spectacles       .10         Chicken       .40         Apple       .40	
Weapon Shop < <holy knight="">&gt;</holy>			
Saber	Rapier	Short Selfbow50	
Armo	or Shop < <holy knight="">&gt;</holy>		
Leather Armor120 Round Shield300	Chain Mail900 Leather Helm600	Wood Shield50 Leather Gloves150	
Iter	n Shop < <baby>&gt;</baby>		
Apple Gummi60 Life Bottle300	Orange Gummi200	Panacea Bottle350	
Grod	cer < <marion>&gt;</marion>		
Chicken	Beef	Pork	
Morrison's House			
Pedo	dler		
Long Selfbow       .200         Ring Mail       .1200         Leather Helm       .400         Mantle       .20         Orange Gummi       .200         Life Bottle       .300         Egg       .20         Dried Seaweed       .16	Rod	Chain Mail	

Belladam Village			
Equipment Shop < <double k.o.="">&gt;</double>			
Saber       200         Colichemarde       1400         Gem Rod       600         Ring Mail       1200         Wood Shield       50         Iron Sallet       840	Rapier       180         Battle Axe       700         Leather Armor       120         Cloak       12         Round Shield       300         Beret       300         ssory Shop < <draw>&gt;</draw>	Verdun       .700         Rod       .10         Chain Mail       .900         Amber Cloak       .620         Leather Helm       .600         Leather Gloves       .150	
	SSOLY SHOP (Draw)		
Apple Gummi60 Panacea Bottle350 Liqueur Bottle60 Leather Mantle100	Orange Gummi200 Life Bottle300 Elven Boots4000 Spectacles10	Mixed Gummi1000 Flare Bottle150 Mantle20	
Euclid Village			
Equ	ipment Shop < <bi-shop>&gt;</bi-shop>		
Rapier       .180         Fine Saber       .700         Gem Rod       .600         Cloak       .12         Kite Shield       .600         Beret       .300	Verdun	Colichemarde1400 Rod10 Ring Mail1200 Round Shield300 Iron Sallet840 Kitchen Mittens300	
Acce	ssory Shop < <cat's eye="">&gt;</cat's>		
Apple Gummi60 Panacea Bottle350 Liqueur Bottle60 Leather Mantle100 Rabbit's Foot200	Orange Gummi200 Life Bottle300 Elven Boots4000 Spectacles10	Mixed Gummi1000 Flare Bottle150 Mantle20 Talisman2000	
Grocer < <vegetto>&gt;</vegetto>			
Carrot	Cabbage	Cucumber	
City of Hamel			
<pre>Item Shop &lt;<angel's blessing="">&gt;</angel's></pre>			
Apple Gummi	Orange Gummi	Mixed Gummi1000 Flare Bottle150 Dark Bottle20 Spectacles20	

# Armor Shop <<Endurance>>

	-1	
Chain Mail900 Amber Cloak620	Ring Mail1200 Round Shield300	Cloak
Leather Helm600	Iron Sallet840	Beret300
Ankh Beret800	Leather Gloves150	Kitchen Mittens300
Alikii belet	Leather Gloves130	RICCHEN MICCENS300
Port City, Venezia		
Weapon Shop < <aqua blade="">&gt;</aqua>		
Verdun700	Colichemarde1400	Fine Saber700
Walloon Sword1600	Battle Axe700	Crescent Axe1200
Corcesca2400	Rod10	Gem Rod600
Armo	or Shop < <see-through>&gt;</see-through>	
Ring Mail1200	Splint Mail1900	Cloak12
Amber Cloak620	Kite Shield600	Fight Shield1150
Iron Sallet840	Armet Helm1320	Beret300
Ankh Beret800	Leather Gloves150	Iron Gloves600
Kitchen Mittens300		
Acce	essory Shop < <maraga's ocea<="" td=""><td>an&gt;&gt;</td></maraga's>	an>>
Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
Liqueur Bottle60	Holy Bottle80	Dark Bottle20
Heavy Boots1040	Mantle20	Leather Mantle100
Spectacles10	Pickaxe150	Rope100
Talisman2000	Rabbit's Foot200	White Mist5000
Groo	cer < <waterfront>&gt;</waterfront>	
- 0.40		2.11
Tuna240	Mackerel140	Sardines100
Squid50	Octopus60	Shrimp
Chicken40	Beef	Pork
Egg20 Dried Seaweed16	Bread20	Rice32
Various Ships		
Sa	ailor	
Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Bread20
Rice32	Dried Seaweed16	
Kingdom of Alvanista		
Weap	oon Shop < <rhyme>&gt;</rhyme>	
Verdun700	Colichemarde1400	Fine Saber700
Walloon Sword1600	Crescent Axe1800	Bardiche2980
Corcesca2400	Halberd4000	Gem Rod600
Ruby Wand1240		

# Armor Shop <<Rhyme>>

Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200	Breastplate3600 Kite Shield600 Armet Helm1320 Long Blue Ribbon840 Kitchen Mittens300	Amber Cloak620 Fight Shield1150 Ankh Beret800 Iron Gloves600
Acc	essory Shop < <calendar>&gt;</calendar>	
Heavy Boots1040	Leather Mantle100	Thief's Mantle2000
Pickaxe	Rope100	Talisman2000
	-	
Paralysis Check27,200	Poison Check6200	Rabbit's Foot200
White Mist5000	Fight Symbol7200	Holy Symbol100,000
Mystic Symbol674,100	Silver Shawl3030	
Gro	cer < <stuffed>&gt;</stuffed>	
Chicken40	Beef64	Pork56
Carrot	Cabbage	Potato250
	-	Banana
Apple40	Strawberry220	
Tuna240	Mackerel140	Sardines100
Bread20	Dried Seaweed16	
Ite	n Shop < <houttuynia>&gt;</houttuynia>	
Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
Liqueur Bottle60	Holy Bottle80	Dark Bottle20
Rune Bottle3500	Spectacles10	
	7	
Olive Village		
-		
-	ipment Shop < <garlic>&gt;</garlic>	
-		Fine Saber700
Equ	ipment Shop < <garlic>&gt;</garlic>	
Equiverdun700	ipment Shop < <garlic>&gt; Colichemarde1400</garlic>	Fine Saber700
Equivers Verdun	colichemarde1400 Crescent Axe1800 Halberd4000	Fine Saber700 Bardiche2980 Gem Rod600
Verdun	ipment Shop < <garlic>&gt;  Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900</garlic>	Fine Saber700 Bardiche2980 Gem Rod600 Breastplate3600
Equ:  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500	Fine Saber
Verdun	colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840	Fine Saber700 Bardiche2980 Gem Rod600 Breastplate3600 Kite Shield600 Armet Helm1320
Verdun	colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420	Fine Saber
Equ:  Verdun	colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840	Fine Saber700 Bardiche2980 Gem Rod600 Breastplate3600 Kite Shield600 Armet Helm1320
Verdun	colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420	Fine Saber
Equ:  Verdun	colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420	Fine Saber
Equ:  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200	Fine Saber
Equ.  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200  essory Shop < <tenderloin>&gt; Leather Mantle100</tenderloin>	Fine Saber
Equ:  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200  essory Shop < <tenderloin>&gt; Leather Mantle100 Paralysis Check27,200</tenderloin>	Fine Saber
Equ:  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200  essory Shop < <tenderloin>&gt; Leather Mantle100 Paralysis Check27,200 White Mist5000</tenderloin>	Fine Saber
Equ:  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200  essory Shop < <tenderloin>&gt; Leather Mantle100 Paralysis Check27,200</tenderloin>	Fine Saber
Equ:  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200  essory Shop < <tenderloin>&gt; Leather Mantle100 Paralysis Check27,200 White Mist5000</tenderloin>	Fine Saber
Equ:  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200  essory Shop < <tenderloin>&gt; Leather Mantle100 Paralysis Check27,200 White Mist5000 Mystic Symbol674,100</tenderloin>	Fine Saber
Equ:  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200  essory Shop < <tenderloin>&gt; Leather Mantle100 Paralysis Check27,200 White Mist5000 Mystic Symbol674,100  cer &lt;<sirloin>&gt;</sirloin></tenderloin>	Fine Saber
Equ:  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200  essory Shop < <tenderloin>&gt; Leather Mantle100 Paralysis Check27,200 White Mist5000 Mystic Symbol674,100  cer &lt;<sirloin>&gt; Beef64</sirloin></tenderloin>	Fine Saber
Equ:  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200  essory Shop < <tenderloin>&gt; Leather Mantle100 Paralysis Check27,200 White Mist5000 Mystic Symbol674,100  cer &lt;<sirloin>&gt; Beef64 Bread20</sirloin></tenderloin>	Fine Saber
Equ:  Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Splint Mail1900 Silver Cloak2500 Iron Sallet840 Straw Hat1420 Gauntlets1200  essory Shop < <tenderloin>&gt; Leather Mantle100 Paralysis Check27,200 White Mist5000 Mystic Symbol674,100  cer &lt;<sirloin>&gt;  Beef64 Bread20 Pasta60</sirloin></tenderloin>	Fine Saber

### Item Shop <<Yago>>

Apple Gummi60 Panacea Bottle350 Liqueur Bottle60 Spectacles10	Orange Gummi200 Life Bottle300 Holy Bottle80	Mixed Gummi1000 Flare Bottle150 Dark Bottle20
Elven Village		
Name	less Grocer	
Apple	Lemon	Strawberry       .220         Melon       .3000         Cabbage       .40         Milk       .30
Name	ress reem shop	
Apple Gummi60 Panacea Bottle350 Liqueur Bottle60 Spectacles10	Orange Gummi200 Life Bottle300 Holy Bottle80	Mixed Gummi1000 Flare Bottle150 Rune Bottle3500
Name	less Accessory Shop	
Heavy Boots1040 Talisman2000 Rabbit's Foot200 Attack Symbol10,000 Silver Shawl3030	Leather Mantle100 Paralysis Check.27,200 White Mist5000 Holy Symbol100,000	Thief's Mantle2000 Poison Check6200 Fight Symbol7200 Mystic Symbol674,100
Midgard Castle		
Weap	on Shop < <spirit>&gt;</spirit>	
Verdun	Colichemarde1400 Crescent Axe1800 Halberd4000 Ruby Wand1240	Fine Saber700 Bardiche2980 Mech Halberd22,000
Armo	r Shop < <spirit>&gt;</spirit>	
Breastplate3600 Silver Cloak2500 Iron Sallet840 Fine Beret3600 Gauntlets1200	Plate Mail24,500 Fight Shield1150 Armet Helm1320 Striped Ribbon4000 Kitchen Mittens300	Amber Cloak620 Fine Shield15,800 Straw Hat1420 Iron Gloves600
Item	Shop < <buster>&gt;</buster>	
Apple Gummi60 Panacea Bottle350 Liqueur Bottle60 Rune Bottle3500	Orange Gummi200 Life Bottle300 Holy Bottle80 Spectacles10	Mixed Gummi1000 Flare Bottle150 Dark Bottle20

Grocer <<Ninja>>

Chicken	Beef	Pork
Accessory Shop < <slayer< th=""><th>IV&gt;&gt;</th><th></th></slayer<>	IV>>	
Heavy Boots1040 Talisman2000 Rabbit's Foot200 Attack Symbol10,000 Silver Shawl3030	Leather Mantle100 Paralysis Check27,200 White Mist5000 Holy Symbol100,000	Thief's Mantle2000 Poison Check6200 Fight Symbol7200 Mystic Symbol674,100
Part 3		
City of Miguel		
Equ	ipment Shop < <kogahazan>&gt;</kogahazan>	
Colichemarde1400 Crescent Axe1800 Halberd4000 Ruby Wand1240 Holy Cloak56,000 Fine Shield15,800 Straw Hat1420 Gauntlets1200	Walloon Sword1600 Bardiche2980 Mech Halberd22,000 Breastplate3600 Mithril Mesh30,000 Armet Helm1320 Fine Beret3600 Kitchen Mittens300	Damascus Sword34,800 Sadain Glaive50,560 Composite Bow3000 Plate Mail24,500 Fight Shield1150 Cross Helm5000 Striped Ribbon4000
Iter	m Shop < <benjamin>&gt;</benjamin>	
Heavy Boots1040 Talisman2000 Rabbit's Foot200 Attack Symbol10,000 Silver Shawl3030 Mixed Gummi1000 Flare Bottle150 Dark Bottle20	Leather Mantle100 Paralysis Check27,200 White Mist5000 Holy Symbol100,000 Apple Gummi60 Panacea Bottle350 Liqueur Bottle60 Rune Bottle3500	Thief's Mantle2000 Poison Check6200 Fight Symbol7200 Mystic Symbol674,100 Orange Gummi200 Life Bottle300 Holy Bottle80 Spectacles10
Morrison's House		
Pedo	dler	
Apple Gummi60 Panacea Bottle350 Liqueur Bottle60 Rune Bottle3500	Orange Gummi200 Life Bottle300 Holy Bottle80 Spectacles10	Mixed Gummi1000 Flare Bottle150 Dark Bottle20
Kingdom of Euclid		

Colichemarde1400 Crescent Axe1800 Halberd4000 Ruby Wand1240	Walloon Sword1600 Bardiche2980 Mech Halberd22,000	Damascus Sword34,800 Sadain Glaive50,560 Composite Bow3000
Armo	r Shop < <holy knight="">&gt;</holy>	
Breastplate3600 Mithril Mesh30,000 Armet Helm1320 Fine Beret3600 Kitchen Mittens300	Plate Mail24,500 Fight Shield1150 Cross Helm5000 Striped Ribbon4000	Holy Cloak56,000 Fine Shield15,800 Straw Hat1420 Gauntlets1200
Groc	er < <flavor king="">&gt;</flavor>	
Carrot	Cabbage       .40         Potato       .250         Apple       .40         Banana       .190         Pork       .56         Bread       .20	Lettuce.       .110         Tomato.       .190         Lemon.       .160         Chicken.       .40         Cheese.       .40         Rice.       .32
Vari	ety Shop < <flexible q="">&gt;</flexible>	
Apple Gummi	Orange Gummi200 Life Bottle300 Thief's Mantle2000 Paralysis Check27,200 White Mist5000 Holy Symbol100,000	Mixed Gummi1000 Heavy Boots1040 Stone Check46,200 Poison Check6200 Fight Symbol7200 Mystic Symbol674,100
Item	Shop < <furry friends="">&gt;</furry>	
Apple Gummi60 Panacea Bottle350 Liqueur Bottle60 Rune Bottle3500 Thief's Mantle2000 Holy Symbol100,000	Orange Gummi200 Life Bottle300 Holy Bottle80 Spectacles10 Paralysis Check27,200 Mystic Symbol674,100	Mixed Gummi
Port City, Venezia		
Weap	on Shop < <aqua blade="">&gt;</aqua>	
Walloon Sword1600 Bardiche2980 Halberd4000 Ruby Wand1240	Damascus Sword34,800 Hard Cleaver65,530 Mech Halberd22,000	Sinclair49,800 Sadain Glaive50,560 Composite Bow3000
Armor Shop < <see-through>&gt;</see-through>		
Plate Mail24,500 Mithril Mesh30,000 Armet Helm1320 Fine Beret3600 Mithril Gloves10,000	Mithril Plate50,000 Fight Shield1150 Cross Helm5000 Pretty Ribbon4000 Kitchen Mittens300	Holy Cloak56,000 Fine Shield15,800 Straw Hat1420 Gauntlets1200

### Item Shop <<Maraga's Ocean>>

Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea350	Life Bottle300	Heavy Boots1040
Leather Mantle100	Thief's Mantle2000	Stone Check46,200
Paralysis Check27,200	Poison Check6200	White Mist5000
Fight Symbol7200	Attack Symbol10,000	Holy Symbol100,000
Mystic Symbol674,100	Silver Shawl3030	
Groo	cer < <waterfront>&gt;</waterfront>	
Tuna240	Mackerel140	Sardines100
Squid50	Octopus60	Shrimp160
Kelp180	Egg20	Bread20
Rice32	Dried Seaweed16	Chicken40
Beef64 Cabbage40	Pork	Carrot
Cappage40	Apple40	Strawberry220
Kingdom of Alvanista		
Wear	oon Shop < <rhyme>&gt;</rhyme>	
Damascus Sword34,800	Sinclair49,800	Destroyer80,000
Holy Sword88,800	Bardiche2980	Hard Cleaver65,530
Sadain Glaive50,560	Mech Halberd22,000	Poleaxe65,140
Composite Bow3000	Cranequin7000	Ruby Wand1240
Holy Staff6000	Deck Brush600	
Groo	cer < <stuffed>&gt;</stuffed>	
Chicken40	Beef64	Pork56
Cheese40	Egg20	Bread20
Rice32	Dried Seaweed16	Carrot150
Cabbage40	Cucumber90	Apple40
Strawberry220	Banana190	Tuna240
Mackerel140	Sardines100	Konjac300
Acce	essory Shop < <calendar>&gt;</calendar>	
Heavy Boots1040	Leather Mantle100	Thief's Mantle2000
Stone Check46,200	Talisman2000	Paralysis Check27,200
Poison Check6200	Rabbit's Foot200	White Mist5000
Fight Symbol7200	Attack Symbol10,000	Holy Symbol100,000
Mystic Symbol674,100	Silver Shawl3030	1101y Symbol100,000
riysele symbolo/4,100	SIIVCI SHAWI	
Item	n Shop < <houttuynia>&gt;</houttuynia>	
Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
Liqueur Bottle60	Holy Bottle80	Dark Bottle20
Rune Bottle3500	Spectacles10	
Equi	pment Shop < <rhyme>&gt;</rhyme>	
Plate Mail24,500	Mithril Plate50,000	Holy Cloak56,000
Mithril Mesh30,000	Fight Shield1150	Fine Shield15,800
Armet Helm1320	Cross Helm5000	Straw Hat1420
Fine Beret3600	Pretty Ribbon4000	Gauntlets1200

Elven Village							
j							
Iter	m Shop < <sunset>&gt;</sunset>						
Elven Boots4000 Stone Check46,200 Poison Check6200 Attack Symbol10,000 Silver Shawl3030	Thief's Mantle2000 Talisman2000 White Mist5000 Holy Symbol100,000 Wonder Broom12,000	Elven Mantle9560 Paralysis Check27,200 Fight Symbol7200 Mystic Symbol674,100 Witch Dress100,000					
Grocer < <red shelves="">&gt;</red>							
Apple.       .40         Banana.       .190         Grapes.       .250         Carrot.       .150         Cucumber.       .90         Onion.       .210	Lemon       .160         Pineapple       .430         Mangosteen       .640         Cabbage       .40         Potato       .250         Milk       .30	Strawberry       .220         Melon       .3000         Prune       .500         Lettuce       .110         Tomato       .190         Cheese       .40					
Ite	n Shop < <silent song="">&gt;</silent>						
Apple Gummi60 Panacea Bottle350 Liqueur Bottle60 Rune Bottle3500	Orange Gummi200 Life Bottle300 Holy Bottle80 Spectacles10	Mixed Gummi1000 Flare Bottle150 Dark Bottle20					
Ninja Village	ja Shop < <mashed potatoes="">&gt;</mashed>						
IN ±111	ja Shop (Mashed Totatoes)						
Vanguard180,000 Yayoi125,000 Water-Spider8000 Mixed Gummi1000 Flare Bottle150 Dark Bottle20 Carrot150 Grapes250	Apple Gummi	Orange Gummi					
Olive village							
Equi	ipment Shop < <garlic>&gt;</garlic>						
Sinclair	Destroyer80,000 Bardiche2980 Mech Halberd22,000 Cranequin7000 Plate Mail24,500 Mithril Mesh30,000 Armet Helm1320 Fine Beret3600 Mithril Gloves10,000	Holy Sword88,000 Hard Cleaver65,530 Poleaxe65,140 Ruby Wand1240 Mithril Plate50,000 Fight Shield1150 Cross Helm5000 Pretty Ribbon7500 Kitchen Mittens300					

Heavy Boots1040	Leather Mantle100	Thief's Mantle2000
Stone Check46,200	Talisman2000	Paralysis Check27,200
Poison Check6200	Rabbit's Foot200	White Mist5000
Fight Symbol7200	Attack Symbol10,000	Holy Symbol100,000
Mystic Symbol674,100	Silver Shawl3030	
-		
Groo	er < <sirloin>&gt;</sirloin>	
Chicken40	Beef64	Pork56
Cheese40	Bread20	Rice32
Spice240	Pasta60	Milk30
Cheese40	Carrot150	Potato250
Onion210	Apple40	Pineapple430
Mangosteen640	Prune500	
Item	Shop < <yago>&gt;</yago>	
Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Panacea Bottle350	Life Bottle300	Flare Bottle150
Liqueur Bottle60	Holy Bottle80	Dark Bottle20
Rune Bottle3500	Spectacles10	
	_	
City of Freezekiel		
Equi	pment Shop < <iced coffee="">&gt;</iced>	
Damascus Sword34,800	Sinclair49,800	Destroyer80,000
Laser Blade200,000	Bardiche2980	Hard Cleaver65,530
Sadain Glaive50,560	Mech halberd22,000	Poleaxe65,140
Cranequin7000	Crescent Arrow148,000	Ruby Wand1240
Holy Staff6000	Plate Mail24,500	Mithril Plate50,000
Holy Cloak56,000	Mithril Mesh30,000	Fight Shield1150
Fine Shield15,800	Armet Helm1320	Cross Helm5000
Straw Hat1420	Fine Beret3600	Pretty Ribbon7500
Gauntlets1200	Mithril Gloves10,000	Kitchen Mittens300
Groo	er < <freezer>&gt;</freezer>	
Chicken40	Beef64	Pork56
Cheese40	Egg20	Bread20
Rice32	Dried Seaweed16	Carrot150
Carrot15	Potato250	Onion210
Apple40	Lemon160	Banana190
Squid50	Octopus60	Shrimp160
Acce	ssory Shop < <freezer>&gt;</freezer>	
Heavy Boots1040	Leather Mantle100	Thief's Mantle2000
Stone Check46,200	Talisman2000	Paralysis Check27,200
Poison Check6200	Rabbit's Foot200	White Mist5000
Fight Symbol7200	Attack Symbol10,000	Holy Symbol100,000
Mystic Symbol674,100	Silver Shawl3030	
Item	Salesman < <toyama>&gt;</toyama>	
Apple Gummi60	Orange Gummi200	Mixed Gummi1000
Apple Gummi	Life Bottle300	Flare Bottle150
Liqueur Bottle60		Dark Bottle20
Rune Bottle3500	Holy Bottle80 Spectacles10	Dark Dullie20
Nuile DOULTE3300	spectacres10	

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--Early, City of Darkness-----
                  Accessory Shop <<Midnight>>
                      Orange Gummi.....200
                                          Mixed Gummi......1000
 Apple Gummi.....60
 Panacea Bottle.....350
                      Life Bottle.....300
                                          Flare Bottle......150
 Liqueur Bottle.....60
                      Holy Bottle.....80
                                          Dark Bottle.....20
 Rune Bottle.....3500
                      Spectacles.....10
                                          Heavy Boots.....1040
 Leather Mantle.....100
                      Thief's Mantle....2000
                                          Stone Check.....46,200
 Talisman......2000
                      Paralysis Check..27,200
                                          Poison Check......6200
 Rabbit's Foot.....200
                      White Mist.....5000
                                          Fight Symbol......7200
                      Holy Symbol....100,000
 Attack Symbol....10,000
                                          Mystic Symbol...674,100
 Silver Shawl.....3030
                  Equipment Shop <<3 A.M.>>
                                          Ice Coffin.....140,000
 Sinclair......49,800
                      Destroyer......80,000
 Laser Blade.....200,000
                      Hard Cleaver.....65,530
                                          Sadain Glaive....50,560
 Mech Halberd....22,000
                      Poleaxe......65,140
                                          Aqua Spread....140,000
 Crescent Arrow..148,000
                      Holy Staff......6000
                                          Plate Mail.....24,500
 Mithril Plate....50,000
                      Holy Cloak......56,000
                                          Mithril Mesh....30,000
 Fine Shield.....15,800
                      Cross Helm......5000
                                          Fine Beret......3600
 Pretty Ribbon.....7500
                      Mithril Gloves...10,000
                                          Kitchen Mittens.....300
                  Coffee Shop <<Sleeping In>>
 Chicken.....40
                      Beef.....64
                                          Pork.....56
 Milk.....30
                      Cheese.....40
                                          Egg.....20
 Bread.....20
                      Rice.....32
                                          Dried Seaweed.....16
                      Carrot......150
 Pasta.....60
                                          Cabbage.....40
 Lettuce.....110
                      Apple......40
                                          Lemon.....160
                      Squid.....50
                                          Octopus.....60
 Strawberry.....220
 Shrimp......160
--Geeth's Shop-----
                  <<Geeth Shop>> (Sami)
 Rare Plate.....82,000
                      Rare Shield.....48,500
                                          Rare Helm.....31,000
 Rare Gauntlets...59,400 Crescent Arrow..148,000
                  <<Geeth Shop>> (Ten)
 Combo Command...400,000
--Moria Mine-----
                  Supply Unit
 Apple Gummi.....60
                      Orange Gummi......200
                                          Mixed Gummi......1000
 Panacea Bottle.....350
                      Life Bottle.....300
                                          Flare Bottle.....150
                                          Dark Bottle.....20
 Liqueur Bottle.....60
                      Holy Bottle.....80
 Rune Bottle.....3500
                      Spectacles.....10
                                          Chicken......40
                      Pork.....56
 Beef.....64
                                          Bread.....20
 Rice.....32
                      Dried Seaweed......16
                                          Carrot......150
```

Cabbage.....40

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X					Х
X	Special	Thanks	and	Acknowledgement[TOP_SPEC]	Х
X					Х
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See a mistake? Something missing? Got a better strategy? Even if it's something as small as a spelling mistake, any feedback is welcomed to make this guide better. Credit for any info will of course be given where it is due, and acknowledged in the special thanks section above.

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